

A NEWSFIELD PUBLICATION

No. 49

MAY 1989

£1.25

THE BEST SELLING
COMMODORE
MAGAZINE
IN BRITAIN

**C64
AMIGA**

EXCLUSIVE!

RENEGADE III

EXCLUSIVE!

SILKWORM

EXCLUSIVE!

VOYAGER

12 PAGES OF TIPS!

**WIN A
HELICOPTER
FLIGHT** AND MORE
WITH SILKWORM!

**ALL THE
LATEST GAMES
REVIEWED!**

INCLUDING . . .

- RUN THE GAUNTLET ■ ACE 2088
- F-14 TOMCAT ■ CHICAGO 30s
- LAST DUEL ■ BALLISTIX
- CYBERNOID 2 ■ VIGILANTE
- ROAD BLASTERS ■ HKM
- GARY LINEKER'S HOT SHOT

**INSIDE THE GAMES
MACHINES** We explore the
Consoles Revolution!



05

BRINGING HOME THE CH

LAST DUEL™



LAST DUEL™ The Golden Tribe of BACULA have overrun the twin planet MU and taken captive the beautiful Princess SHEETA. Few warriors survive and only one retains the courage and willpower to face the awesome task ahead. Battle your way through six enemy occupied territories laden with traps, terror and gargantuan defenders, the like of which no earthly body has ever set eyes upon. Your neutron powered car and galactic hoverplane provide speed and firepower, your nerve and skill offer the only hope of freedom for your beloved princess.

CBM 64/128 cassette/disk · Spectrum 48/128K cassette/disk · Amstrad CPC cassette/disk · Amiga disk · Atari ST disk

ALLENGE OF THE ARCADE



L.E.D. STORM LAZER ENHANCED DESTRUCTION™

L.E.D. STORM™ Tear along the highways of the sky, Kamikaze opponents barring your way, skyjack terrorists blasting your path. Fear not, lazer powered turbos give you unbelievable acceleration and the power to fly, and when space is tight, transform at the speed of light into a, nuclear powered jet bike. An aerial extravaganza of race skills, daredevil pilosity and fearless road warring in nine distinct landscapes.

CBM 64/128 £9.99t £14.99d • Atari ST £19.99d • Spectrum 48/128K £8.99t £12.99d • Amstrad CPC £9.99t £14.99d Amiga £19.99d

TIGER ROAD™ An ancient tale from ancient China ... birth place of martial arts disciplines. As Lee Wong you must halt the savagery of ruthless Ryu Ken Oh by overcoming flying Ninja warriors, awesome dragons and acrobatic Sumo wrestlers to name but a few. You'll need all your martial arts training and skill with the spear, chains and sickle to seek out and defeat Ryu Ken Oh in a furious and bloody battle with the scourge of the Orient.



TIGER ROAD

CAPCOM™

Screen shots from various systems

GIANTS OF THE VIDEO GAMES INDUSTRY

© 1989 CAPCOM CO., LTD. Manufactured under Licence from CAPCOM CO., LTD., Japan. Last Duel™, L.E.D. STORM™, and Tiger Road™ and CAPCOM™ are trademarks of CAPCOM CO., LTD. Licensed by GO! Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

RED HEAT

The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs-dealer. The two detectives, one Russian, one American have very different methods of capturing their prey, but together they face the worst of Chicago's underworld - street fights, the 'Cleanheads'

gang, gun fire and a breath-taking bus chase. The hottest film tie-in to date - it's all action with stunning graphics - feel the heat - RED HEAT.

SPECTRUM
COMMODORE
AMSTRAD
ATARI ST
AMIGA

£8.99
£9.99
£9.99
£19.99
£24.99



**MOSCOW'S TOUGHEST DETECTIVE. CHICAGO'S CRAZIEST COP.
THERE'S ONLY ONE THING WORSE THAN MAKING THEM MAD...MAKING THEM PARTNERS.**

© 1988 Carolco Pictures Inc. All Rights Reserved.

Ocean Software Limited
6 Central Street
Manchester · M2 5NS



Telephone: 061 832 6633
Telex: 669977 OCEANS G
Fax: 061 834 0650



REGULAR RASHERS

7 EDITORIAL GREASE

Diet Man Strikes Back in the Revenge of the Killer Carbohydrate; tussling with fatty bacon, soggy chips and mounds of pink blancmange, he manages to tell us about the games, the names and the claims to fame. It all sounds the same.

8 THE WORD

Little snipp-ettes on SHINOBI, MARS COPS and GREEN GILBERT, 10 things you didn't know about Ken, and just why there's a black cat next to a box of SANXION.

31 LLOYD'S RRAP

Our favourite paper-bag wearer basks in the luxury of five pages, chats about a crapp rrap, gives us another cartoon and does it all his way.

36 CHUCK VOMIT

Chuck spews up some severed heads, retches a couple of minced billy-goats and regurgitates this month's software selection.

39 ZZAP! CLASSIFIEDS

The only classifieds column in the cosmos that wore a condom before it came out.

41 SCORES

The Scorelord gets all bashful, turns bright red and refuses to say anything.

47 RESULTS

Flushed after his Hotline success, Ken D Fish takes us on a tour of subaquatic wonder, gives us those 0898 numbers in full, and tells us the one BIG thing that's going to be on ZZAP! next month. Anchovy smells abound.

50 WALKER'S PUDDING AT GAS MARK 4

Martin 'Axe-person' Walker tells it to you straight. Mix the flour, eggs, sugar and milk together, stir in the currants and plums, and cook the lot in a medium oven for an hour.

52 DR FREY'S ZZUPERSTORE

Is he a man or a chicken? Does he really torture small children and teddy bears? No, but he's got bargains a-plenty and games more than twenty.

86 COR BLIMEY!

Strewth! I was off out for some Lilian Gish for me Kidney punch when this geezer comes up to me and sez 'Oi, mush! Did you spill my salmon and trout?' So I kicks 'im in the orchestra stalls, gi's 'im an Oliver Twist in the Newington Butts and gets 'im to write this month's Budget section. That showed 'im.

89 PORCINE PREVIEWS

More pigs than you can comfortably eat introduce a trotter of FORGOTTEN WORLDS, a haunch of AAARGH!, a BOMBER wrapped in tripe, and a couple of MYSTERY GAMES boiled inside a black pudding.

ISSUE 49 MAY, 1989

CONTENTS

FATTY FEATURES

12 ARE YOU CONSOLE KER-RAZY?

We, the members of the ZZAP! team, solemnly tell you what we think is the best console around at the moment; then we pass round the ginger beer, toffee apples and Vaseline.

43 THE ZZAP! GAMES INDEX

All the games from Issues 38-48 are catalogued, alphabeticised and stuck in this nice, twee section for your perusal. Gimme another meatball, Gerald.

56 ME BIG TIPS

12 pages of roister-doistering Frank Sidebottom impressions, maps of BATMAN and ROBOCOP ana dash of saucy wit and humour from the Son of Flint.



GRISTLY GAMES

18 RENEGADE III

Kick the cutesy characters, kill the clubbing cavemen, crush the carnivorous creatures and kiss me quick in this rather nice game.

20 CYBERNOID 2

Is this the perfect way to upgrade an 8-bit Sizzler or is this the perfect way to upgrade an 8-bit Sizzler? (Answers on a postcard only).

24 VOYAGER

If you want a traditional pot-pourri of genres with a fine balance of addictiveness and difficulty, look no further than this. (courtesy of ZZAP! cliches Inc.)

70 SILKWORM

Both the 64 and Amiga coin-op conversions were sooooo good, we gave them a Sizzler apiece. Aren't we the nice ones?

78 ROBOCOP

Spot the Frank Sidebottom quote: 'Stay out of trouble'; 'Dead or alive, you're coming with me'; 'I'll buy that for a Dollar!'; 'Your move, creep'; 'Get back in your box. Blimey!'

80 WAR IN MIDDLE EARTH

Is the 16-bit Advanced Professional Frodo Simulator worth cashing in your One Ring for? The ZZAP! team tell it to you straight—in a thousand fewer pages than Tolkien did.

EDITORIAL: 47 Gravel Hill, Ludlow, Shropshire SY8 1QS ☎ 0584 5851/2/3 Editor: Gordon Houghton Assistant Editor: Kati Hamza Staff Writers: Matthew Evans, Lloyd Mangram, Paul Rand Designer: Mark Kendrick Senior Designer: Wayne Allen Assistant Designers: Melvyn 'The Mel' Fisher, Yvonne Priest Editorial Assistants: Viv Vickress, Caroline Blake Contributing Writer: Martin Walker Photography: Cameron Pound, Michael Parkinson PRODUCTION 1/2 King Street, Ludlow, Shropshire SY8 1AQ ☎ 0584 5851/2/3 Production Manager: Jonathan Rignall Reprographics/Film Planning: Matthew Uffindell, Ian Chubb, Robert Millichamp, Robb 'The Rev' Hamilton, Tim Morris, Jenny Reddard Publisher: Geoff Grimes Editorial Director: Roger Kean Advertisement Director: Roger Bennett Advertisement Manager: Neil Dyson Sales Executives: Sarah Chapman, Lee Watkins Assistants: Jackie Morris ☎ 0584 4603 0584 5852 MAIL ORDER Carol Kinsey SUBSCRIPTIONS Denise Roberts PO Box 10, Ludlow, Shropshire, SY8 1DB Typeset by the Tortoise Shell Press, Ludlow. Colour origination by Scan Studios, Islington Place, London N1. Printed in England by Carlisle Web Offset, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR—a member of the BPCC Group. Distribution by COMAG, Tavistock Road, West Drayton, Middlesex.

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prize of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress or Caroline Blake a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions—and that includes fish.

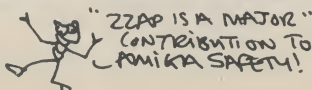
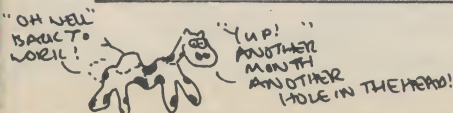
No material may be reproduced in part or in whole without the written consent of the copyright-holders. We cannot undertake to return anything sent into ZZAP!—including written and photographic material, hardware or software—unless it is accompanied by a suitably stamped, addressed envelope. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates. Ken The Fish appears courtesy of Ken The Fish, except when he doesn't.



ISSN 0954-867X
©ZZAP! 64 Ltd 1989
COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION

ZZAP! MAY 1989 ■ 5 ■



GIMME A LASCO PUEZZC

THE WORLD'S No. 1 ARCADE GAME

OPERATION WOLF



ocean

Licensed from © Taito Corp. 1985



THE ARCADE SENSATION OF THE YEAR – Six levels of thrilling coin-op action are brought to life on your home micro. Without fast and accurate shooting skills you will never complete your mission which takes you through steaming jungles and enemy strongholds as you

attempt to liberate the prisoners and secure a safe getaway. With all the original arcade play features – magazine reloads, energy bottles, hidden supplies, rocket grenades and much, much more.

SPECTRUM
£8.95
COMMODORE
£9.95
AMSTRAD



Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G



Big ed

When the boat comes back

The last week of this month's schedule brought with it all the Sizzlers you'll find in this issue – no less than seven of them! The best of the 64 crop includes *Renegade III*, *Silkworm* and *Run The Gauntlet*; on the Amiga side, we've got *Voyager* (one of the best 16-bit games we've seen), *Cybernoid 2* (an example of just how to upgrade a brilliant 8-bit game), *War In Middle Earth* and *Robocop*.

In this month's instalment you'll also find... a couple of features – an exploration of the current console boom (page 12), the

traditional eeh-bah-gum ZZAP! Games Index (with added shoes – page 43) and no less than 12 pages of tips (beginning on p. 56)! Maff's been a regular busy beaver, hasn't he, readers?

On an entirely different note, the first person to write in and correctly identify the April fool was... wait for it... Simon Hadlington of Stourbridge. What's his special April Fool's prize? Nothing at all – sorry Simon, but we are unbelievably miserable and perverse around here and we're always thinking up sick jokes like that one. For any of you



who are still wondering, the April Fool was the 64 hydraulic chair in The Word and not, as several of you thought, the Joystick Junkies feature.

But perhaps the biggest news this month is the fact that we've reeled in a new staff writer. We went out in the ZZAP! Trawler, lost our way somewhere in the North Sea, caught one of the biggest mackerel we could find, and fed it to the new man at ZZAP! Towers. And what better way to let you get to know him than for him to write his own introduction? Take it away, Paul...

Awreet, marra. Me name's Paul Rand. A'se'venteen year owld, an' a come from a borin' little pit village called Easington (which isn't anywhere near Newcastle at all!). A've gorra Commodore 64, and hods er games fer it, an' a think it's reely hellish. Me favourite games are Operation Wolf, Robocop an' Gunship, but a'll play owt, reely, as long as it's not git crap.

A like listenin' tu Tha Smiths, and Erasure, and stuff like that, yer naa. An' me favourite pastime is gannin down the pub fer a pint an' a tab. Cos

a like beer an tabs, me. An' am THAT haaard, cos'er it. And that's about it, reely, yer naa. Teraa.

Translations on the back of a postcard, please. If any of you did understand it, we'd like to point out that what Paul does is illegal and should not be encouraged in any form. Anyway, I'm sure you'll all make our newest pseudo-Geordie recruit feel very welcome.

Next issue is the Anniversary ZZAP! (cue dramatic fanfare and gasps from hoards of tearful millions). Yes! We're 50 copies old from 18th April. What have we got planned? Well, you can ring Ken D Fish's hotline 0898-555085 if you want the full details, but let's just say it's going to be packed with all the stuff that makes this still the best selling Commodore magazine in Britain... Teraa now.

Gordon Houghton

Gordon Houghton



"I BETHE DRINKS MENASTEE BRAWN!"

GAMES REVIEWED

ACE 2088	27	LAST DUEL	69
ACTION FORCE	86	LITTLE COMPUTER PEOPLE	86
ACTION SERVICE	23	REALM OF THE TROLLS	77
BALLISTIX (Amiga)	82	REALM OF THE TROLLS (Amiga)	77
BOMBUSION	86		77
CHICAGO 30s	72	RENEGADE III (S)	18
CYBERNOID II (Amiga) (S)	20	ROADBLASTERS (Amiga)	25
THE DEEP	72	ROBOCOP (Amiga) (S)	78
F-14 TOMCAT	83	RUN THE GAUNTLET	17
FAERY TALE ADVENTURE	37	SILKWORM (S)	70
GARY LINEKER'S HOT SHOT	79	SILKWORM (Amiga) (S)	70
GOLDRUNNER II (Amiga)	82	SPACE QUEST 2 (Amiga)	36
HEAVY METAL PARADROID SM	87	SPEEDZONE	87
	87	TURBO ESPRIT	87
HUMAN KILLING MACHINE	26	VIGILANTE (Amiga)	73
HUMAN KILLING MACHINE (Amiga)	26	VOYAGER (Amiga) (S)	24
JOURNEY TO THE CENTRE OF THE EARTH	74	WAR IN MIDDLE EARTH (Amiga) (S)	80
JOURNEY TO THE CENTRE OF THE EARTH (Amiga)	74		

"ANYONE REMEMBER JOHNNY BRIGHTS!"



"AH! TO BE YOUNG AGAIN!"

the



WORD



BIG GREEN BOGEY-BITS

We received a delightful little package the other day, containing a wobbly, sticky, urchy head. Not any old head, mind you – it belonged to that alien hunk, Gilbert, star of ITV's *Get Fresh* and *Gilbert's Fridge*. Mysterious, eh?

Days later, what fell through the letterbox but a press release plugging the latest game from Again Again? And who was it based on? Yussir, the lad himself, Gilbert. It seems that his chums back on the planet Drill aren't too happy about his bragging and boasting of megastardom, and have decided to remove pieces of his ship, the Millenium Dustbin, in an attempt to stop him returning to Earth to record a new series.

Can you help Gilbert in his search for fame, fortune and bits of spacecraft? Look for *Gilbert – Escape from Drill* in mid April, at a price of £9.99 on cassette and £14.99 disk. OK – you can take your fingers out of your nose now.

YUSS! IT'S THE THALAPUSS

Thalamus, never the sort to ride on the back of a tacky publicity gimmick, have appointed a new PR executive. Office pet, Rocky the Cat, can be seen in the photograph promoting the Spectrum remix of Thalamus' fantastic debut title on the C64, *Sanxion*.

After a long and informative meeting with Rocky, we were also informed of the imminent release of Amiga conversions of *Hawkeye* and *Armalyte*, Thalamus' first foray into the world of the 16-bit big boy. Commenting on these products, Rocky told us 'Mew mew neeeeeeeeeow Mew Mewooooow'. But then, puddy cats are like that, aren't they? (Cries of WOZZY-WOZZY and GAGA ensue).



ECTO AND ENDO MORPH



SIZZLING SILVERBIRDS!

It seems that everybody's jumping on the compilation bandwagon these days, doesn't it? Not content with making pots and pots of hard cash by selling cheap games on their own, Silverbird have come up with the profit-raising brainwave of lobbing three of their best-selling budget titles onto one cassette, and flogging it at the ridiculously modest price of £2.99.

The three lucky titles are *BMX KIDZ*, *NINJA MASTER* and *ROCK 'N' WRESTLE*; the compilation is called the 1-2-3 *PACK* and it should be available by the time you get your mitts on this mag (i.e. now). Buy or die.



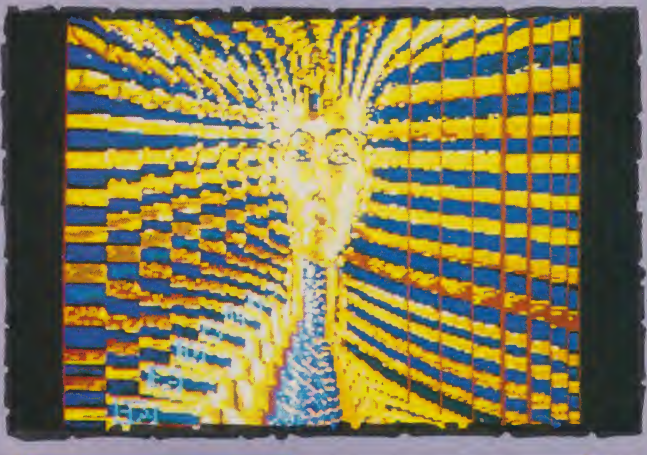
DELUXE PAINT STRIKES BACK (AGAIN)

Just a quickie, to tell you about the imminent release of the latest in the family of what has to be Electronic Arts' most successful series. *Deluxe Paint III*, from the keyboard of Dan Silva, makes its debut on Amiga screens sometime this month, boasting an impressive array of new features.

■ As well as enhancements to the existing package, such as an improved airbrush and Direct Overscan Printing (allowing you to view and edit your creations in the border), *Deluxe Paint III* has another major advantage over its rivals: the power of animation.

■ One of the more bandied-about words connected with this part of the program is *AnimPaint* (tm). This gives you the power of painting on multiple animation frames as simply as on just one still picture. Pretty snazzy stuff, eh? The user can also define Animated Brushes, which lets you define an animation, pick it up and use it just as you would any other brush. Cooooor! The whole thing is IFF and ANIM file compatible, and the only snag is that you'll need a 1 Meg expansion to use it.

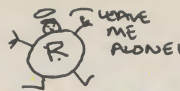
■ 'So when can I get hold of it?' Well, about now, and at a retail price of £79.99. The good news is that you can trade in your old *DPI* and *II*, and purchase the new program for £50 (*DPI*) or £30 (*DPII*), both with £5 postage. Hoorah, as Prince George would say.



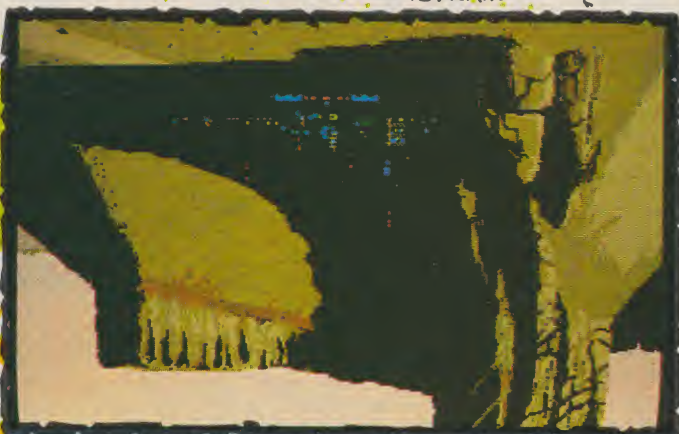
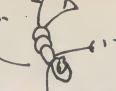
HEAVING HEWSON BEAUTIES

Yes, they're all Compilations Ker-Razy this month (and why not? Crap Barry Norman Gags Inc.). This time it's Hewson, with some fab news for all you slaving Amiga junkies out there. They're due to release a 4-game package which includes a ZZAP! Gold Medal and a never-before-released title! Entitled *The Premier Collection*, the games in question are *Netherworld*, *Zynaps*, *Nebulus* (the Gold Medal winner) and *Exolon* (the one that's never been released before). The latter will only be available to Amiga owners via this compilation – which is one of many good reasons for buying it.

Anyway, it'll cost £29.99 (that's £7.50 a game), and it should be out now. Save up those coppers, Roger.



"G'DAY ALL AUSSIE VIEWERS! ITS THOSE WACKY 180° SHOTS AGAIN!"



COP A LOADA THESE MARTIANS

Around two years in the making and onto its second programmer, *Mars Cops* is almost ready to rear its digital head for Amiga and 64 owners everywhere.

● During a routine fly-past of Neptune by the Voyager II exploration satellite in December 1989, traces of carbon life were detected on the inhospitable red planet. Lasting only seven minutes, it was assumed a malfunction had occurred, and nothing more was said. Forty years later, after numerous space 'accidents', alien beings are discovered on Neptune, intent on a full-scale assault on the inner planets of the Solar System.

● As Charles Matthews, officer of U.I.P.F. (The Mars Cops), you have been assigned to stop the outer space onslaught before the planets are annihilated. Pretty awesome task, don't you think? Don't worry, if you should fail, there's always your relief, Julianne, to finish the job.

● It all sounds as if it's going to be a bit hectic out there. Plans are afoot to incorporate a simulator, which can be switched on or off depending on your particular gaming tastes. The Amiga price is rumoured to be £19.99 – check it out.

SALES CURVE VIRGIN ON SEGA SHINOBI

If you liked the look of the *Silkworm* conversion (reviewed, p.70), you'll be interested to know that the next release from The Sales Curve is *Shinobi* – a home version of the Sega coin-op.

Never heard of it? Well, according to the rumours we heard, it's already been an arcade smash, 'holding the number one slot as the biggest and fastest selling game' in the arcades. Stocks of the Sega console version sold out within a few days and – well, we thought it was a pretty unspectacular coin-op, actually.

If you were keen on it, though, both the Amiga and 64 versions looked pretty impressive – from what we've seen. It'll be released in the next couple of months by Virgin; reviews (hopefully) next ish. Onward, Patsy.



TRIANGLE CRAZY

How would you like the opportunity to be totally patronised by Nick Owen? Waddayamean, yes!? Oh well, you'll get your chance sometime in April, courtesy of CDS Software, who've just secured the license for the popular but not very easy

television quiz game, *Sporting Triangles*.

At a price of £8.95 for cassette and £14.95 disk, you'll secure your right to sit in front of a greasy ex-TV-AM front man, and get lots and lots of obscure questions wrong. Fun, fun, fun.



10 THINGS YOU DIDN'T KNOW ABOUT KEN D FISH



There have been many Fish Megastars over the ages – Jack Spratt, Orca (well – nearly), Jaws, Grimsby's own Harry The Haddock – but none quite like our Ken D Fish. But did you know he had a seedier side? Did you know that he used to be a mere washer-up in the local bistro? That he once had to sell off his own spawn to finance a Corporate Subaquatic Business Venture in the old days? 10 facts below await the interested fish-coaxer...

- ☆ Ken was born to parents Barbie and Craig in 2092 FR (Fish Reckoning) at a small weir in a Thames tributary. His age is politely coughed over.
- ★ Our underwater chum's fishy fluids are legendary – on sale in most health food shops, they are rumoured to cure arthritis, disorders of the bowel and sanity.
- ☆ The piscatorial pleasure purveyor picked a peck of pickled pepper.
- ★ Kenneth's middle name is 'The'; he finds it rather amusing to adopt a pseudo 19th Century American negroid slave tone by calling himself 'D'. This is his only weakness.
- ☆ Our Fishy Fluid Friend has appeared in a wide variety of media – on tv (football matches), in magazines (ZZAP! and *Trout Tickler Monthly*), on the radio, (*The Archers*), in the movies (friend of Orca) and in computer games (a bit-part in *Mermaid Madness*).
- ★ Ken hates Maff – though the reason is unknown.
- ☆ The subaquatic Megastar refused an appearance on *Wogan* because the Irish chat show host refused to provide Gold Flake at the right temperature.
- ★ The plankton of his mother's eye, Ken has nonetheless not seen his parents for 30 years – and he has 8,000,000 brothers and sisters yet to visit!
- ☆ Though relatively youthful, Ken denies being a virgin – in fact, he has indirectly sired a chimpanzee, a horse and two brothers called Brian and Michael through genetic restructuring.
- ★ Ken's best friends are a chicken called Samson and a porcupine called Alan. Neither are available for comment.



STUCK WITH JOY?

De Gale Marketing have just released a new joystick onto an unsuspecting market. The *Quick Joy Supercharger* has a host of functions which, according to the PR blurb, 'make it a game player's dream'. Hmmm.

So what's it got? Well, it's got six microswitches, four suction pads on the base, two fire buttons (one on the top, one a bit lower), a standard Atari 9-pin plug and an autofire button. It costs £12.95 and is available about now-ish. And that's it, really; except to say that you get what you pay for.

HOLY HARWOOD MEXICAN GRINGO LOGO ORGY!



Amiga mail-order gadgis Gordon Harwood Computers are in a bit of a tizzy. Their advert features a little gringo-ish person, affectionately known as 'Harwood's Hombre' (see above). Being bored silly with that title, they've decided to set a bit of a compo-ette. What they want you to do is forward them suggestions for a new name for their chilli-chappie (good, eh?) – the sender of the best one wins a special prize! Send those efforts, on the back of a postcard, to:

Gordon Harwood Computers,
69-71 High Street
Alfreton,
Derbyshire,
DE5 7DP

The Chart 2

Gamestop 20

1. Hawkeye
2. Barbarian II
3. Red Storm Rising
4. California Games
5. Double Dragon
6. Platoon
7. Dragon Ninja
8. Robocop
9. Project Stealth Fighter
10. Ikari Warriors
11. Out Run
12. Armalyte
13. Operation Wolf
14. R-Type
15. Skate Or Die
16. Tiger Road
17. Gunship
18. Pacland
19. World Class Leaderboard
20. Last Ninja 2

Amiga top 10

1. Buggy Boy
2. F-18 Interceptor
3. Elite
4. Starglider 2
5. Pacmania
6. Speedball
7. Rocket Ranger
8. Operation Wolf
9. Captain Blood
10. Battle Chess

Coin-Op top 5

1. Double Dragon
2. R-Type
3. Operation Wolf
4. Wee Le Mans
5. Dragon Ninja

Chuck Vomit's Top 10 foods

1. Toasted Goat Sandwiches
2. Stir fried Dwarf
3. Elf Surprise
4. Goblin Stew
5. Orc and Dumplings
6. Baked Dragon in bay leaf sauce
7. Masked Gordo and chips (??)
8. Penguin in avocado sauce
9. Spit-roasted humans
10. Minced Kati and Maff's blood

from: well – who sent it?

WIN £40 OF SOFTWARE!

Calling all chickens: the ZZAP! Charts are voted for by YOU. Send a list of your Top Five 64 and Amiga games, your fave coin-op and an Alternative Top 10 on the back of a postcard or sealed envelope to: ZZAP! Charts, PO Box 10, LUDLOW, Shropshire, SY8 1DB – and YOU could be the lucky fowl to win £40 of salmonella-free feed.

BLAST INTO THE 90s

... AT THE COMMODORE COMPUTER SHOW
NOVOTEL EXHIBITION COMPLEX,
HAMMERSMITH, LONDON W6

FRIDAY TO SUNDAY JUNE 2-4, 1989

10am-6pm Friday & Saturday;
10am-4pm Sunday



Commodore COMPUTER SHOW

Be the first to see the products which will take Commodore into the 1990s.

VISIT more than 100 stands selling a massive range of software and hardware

EXPERIENCE the spectacular Leisurama with the latest in music and hobby software

BEAT top programmers at their own games in the Arcade Forum

MEET some of the leading computer journalists

TRY OUT the latest educational software in the Electronic Classroom

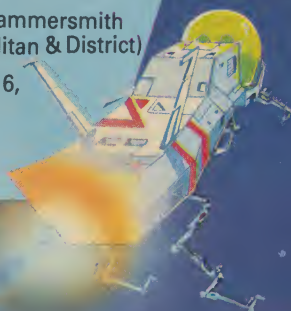
PLUS: Professional and business applications including the very latest in desktop publishing software and presentation graphics.

HOW TO GET THERE

By Underground: Hammersmith
(Piccadilly, Metropolitan & District)

By Bus: 266, 714, 716,
290, 30,

Car parking
at the Novotel



POST TO: Commodore Show Tickets,
Database Exhibitions, PO Box 2,
Ellesmere Port, South Wirral L65 3EA.

Please supply:

- ☐ Adult tickets at £4 (save £1) £ _____
☐ Under 16s tickets at £2.50 (save £1) £ _____
☐ Family ticket at £11 (save £7) £ _____

Total £ _____

- ☐ Cheque payable to Database Exhibitions
☐ Please debit my Access/Visa card no:

Expiry date: ____/____/____

Admission at door:
£5 (adults),
£3.50 (under 16s)

Advance ticket orders
must be received by
Wednesday, May 24

Name.....

Address.....

.....

.....Postcode.....

Signed.....

PHONE ORDERS: Ring Show Hotline: 051-357 2961

PRESTEL ORDERS: KEY *89, THEN 614568383

MICROLINK/TELECOM GOLD ORDERS: 72:MAG001

Please quote credit card number and full address

DATABASE EXHIBITIONS

Are you Console Ker-r-razy?

In the house of the future, everything will be mechanised – so you and your ideal family will have plenty of time to fiddle about with the knobs on your holographic CD. Oh yeah – and play with the latest example of home entertainment technology; that lean, mean unit in the corner – your games machine. Apparently, there's a good chance that by the year 2000 some kind of console will have wormed its way into practically everybody's home. Which is fine for the people who'll be in their teens then, but what about now?

Walk down your average high street and scan the classifieds of your favourite magazines and you'll soon realise that as far as consoles go, the simple days are over. Way before the first rubber-keyed Speccy ever made it off the production line, if you wanted to play those blippy bat 'n' ball arcade games, you had to get yourself a console (just slip in the cartridge and you're ready to go).

Now you've got choice. Lots of choice: there's more info coming your way on the Nintendo, Sega, PC Engine, Konix and even ST and Amiga consoles, than you've got intestines to digest. Which should you get? Are they worth all the hype? Should you raid your piggybank, rob your granny or sell your racing bike to get one? Is it time to start saving up? What's happened to the universe anyway? Where are we going? Aargh!!!

Well, twist not your Easycare, Y-fronted underpants, because ZZAP! is about to tell you everything (well, OK, not absolutely everything) you ever wanted to know. About consoles. Not rubber underwear.

GOLDEN OLDIES

NINTENDO (8-BIT)

This isn't the hottest looking machine in town (it looks pretty much like a souped up shoebox with a couple of add-ons) but it's one of the most popular

games machines in the USA and Japan where it's supposed to have sold over 10 million units. Wow!

So what's it got? 52 colours, 256-by-240 pixel resolution and 64

sprites, that's what. What that means for the geezer in the street who can't tell his pixel resolution from his belly-fluff is loads of fast-moving action games and some pretty impressive arcade conversions – graphically much better than the 64, on the whole.

The console comes in one of two packages: Basic and Deluxe. Basic is just what it says – the console unit, power supply, two controllers (that's a directional rocker button and a couple of fire buttons instead of a joystick) and a copy of *Super Mario Bros*.

Remember the arcade game? Well, this is almost exactly the same, plays just as brilliantly and, if you've got the cash, is almost worthwhile buying the whole console for in itself. Where else could you get an arcade machine for under a hundred quid?

The Deluxe package has almost all the same features (no *Super Mario Bros* though) plus a light gun, a robot – 'ROB' – and a couple of games (*Duck Hunt* and *Gyromite*) thrown in. Lightgun in your holster, you can take part in real fairground-style shooting. Just point the gun at the screens and try to hit the ducks.

Play *Gyromite* and you can actually get ROB to operate some of the game with you. He picks up and drops gyroscopes in the game and interacts with the screen by performing different arm movements. Cor.

At the mo, you can play around 40 or so different Nintendo titles (just slot in your cartridge and you're ready to go). A lot of the older ones are pretty simple old-fashioned style arcade games (*Donkey Kong*, *Mario Brothers*, that sort of thing) but some of the newer stuff is a lot more complicated with explore-and-map arcade adventures like *Legend of Zelda*, and *Gradius* – a really fast-action conversion of the arcade hit *Nemesis*. And pretty good they are too!

The main disadvantage is the price and availability of games. A library of 40 or so possible buys isn't exactly mega-large, although Nintendo have committed themselves to releasing at least two or three new games a month over the coming year. A basic *Donkey Kong* type jaunt can set you back about £20 quid and new



SEGA (8-BIT)

If you don't want a console just to play games but need it to colour-coordinate with your sunglasses as well, then take a look at the Sega Master System – it's cool, it's sleek, it's black and it looks more like a spaceship than a shoebox.

For something that's been around in the UK for just slightly longer than the Nintendo, the Sega has definitely taken off. Big promotion in the high street stores means that they were going like crazy this Christmas, so software support (which hasn't exactly been brilliant up till now) is starting to look good.

At £79.95 for a console, light gun, controller and one game, it comes just that extra bit cheaper, though there's scope for buying extras like joysticks and 3D glasses for games like *Zaxxon 3D*.

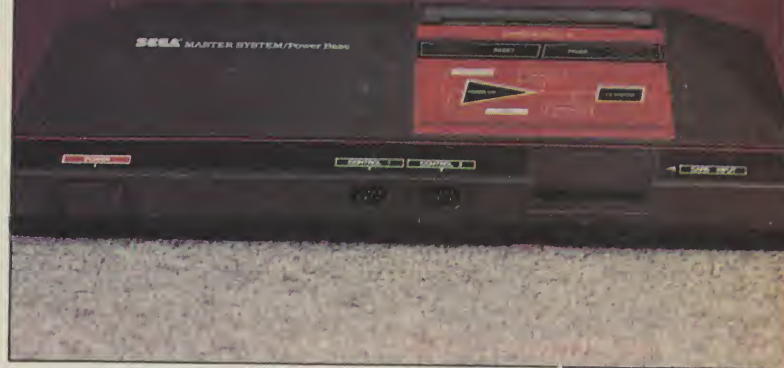
Games come in three formats (Sega card, Mega Cartridge and Two Mega Cartridge) which range in price between £15 and £30 quid. Most of them are more mainstream coin-op conversions (*Out Run*, *Enduro Racer*, *Space Harrier*) which aren't exactly perfect but do the job at least as well, if not better than, most 8-bit

computers around.

The graphics (up to 64 colours on screen, 256-by-192 resolution) are colourful but not all that sophisticated and the sound can be bit of a disappointment.

If you've decided on this price-range (and £80 quid is pretty tempting) and can't make up your mind whether to get this or the Nintendo the main points to consider are what sort of games you really want to play (mainstream Sega conversions, or equally addictive, but less well-known cutesy Nintendo style), how much you're prepared to pay for a game and how big a collection of games you really want. On the whole, the Sega has more software support and the games are cheaper but it doesn't boast any product to match the classic *Super Mario Bros* on the Nintendo.

Confused? Upset? Don't know which to get? Want us to tell you which to buy? We-e-e-ll, we think you should get... erm... well... whichever one you decide you like best. We're not mind-readers round here you know.



PRICE: £79.95 for console, two controllers and one game; Mastersystem Plus £99.95 with the above and Light Gun; Supersystem £129.95 for the above plus 3D glasses. Currently on special offer.
SPECIAL FEATURES: light gun, 3D glasses, Control stick available.

SOFTWARE AVAILABILITY: a wide range of titles, including several older and newer Sega coin-op conversions. Increased console sales means that there should be strong software support over the next couple of years.

releases come in at between £30 and £40. Bit hard on your piggy-bank that.

OK, so the Nintendo doesn't sport gameplay as sophisticated as the 64 or as arcade perfect as the PC Engine, but it's still a great games machine (especially for the younger games player), with a fair number of really addictive arcade titles to its name. Better than that – it's cheap!

PRICE: Basic £99.95, Deluxe £149.95 (prices reduced by about £10 if you buy from Toys 'R' Us)
SPECIAL FEATURES: optional light gun and robot
SOFTWARE AVAILABILITY: 30-40 titles (£20-£40) available now but Nintendo have pledged to release two or three new games a month over the coming year. No independent software available.

PC ENGINE



OK, guys. Ever felt like maybe you fancied owning an arcade machine? Sick of sticking those ten pees into somebody else's slots (oo-er)?

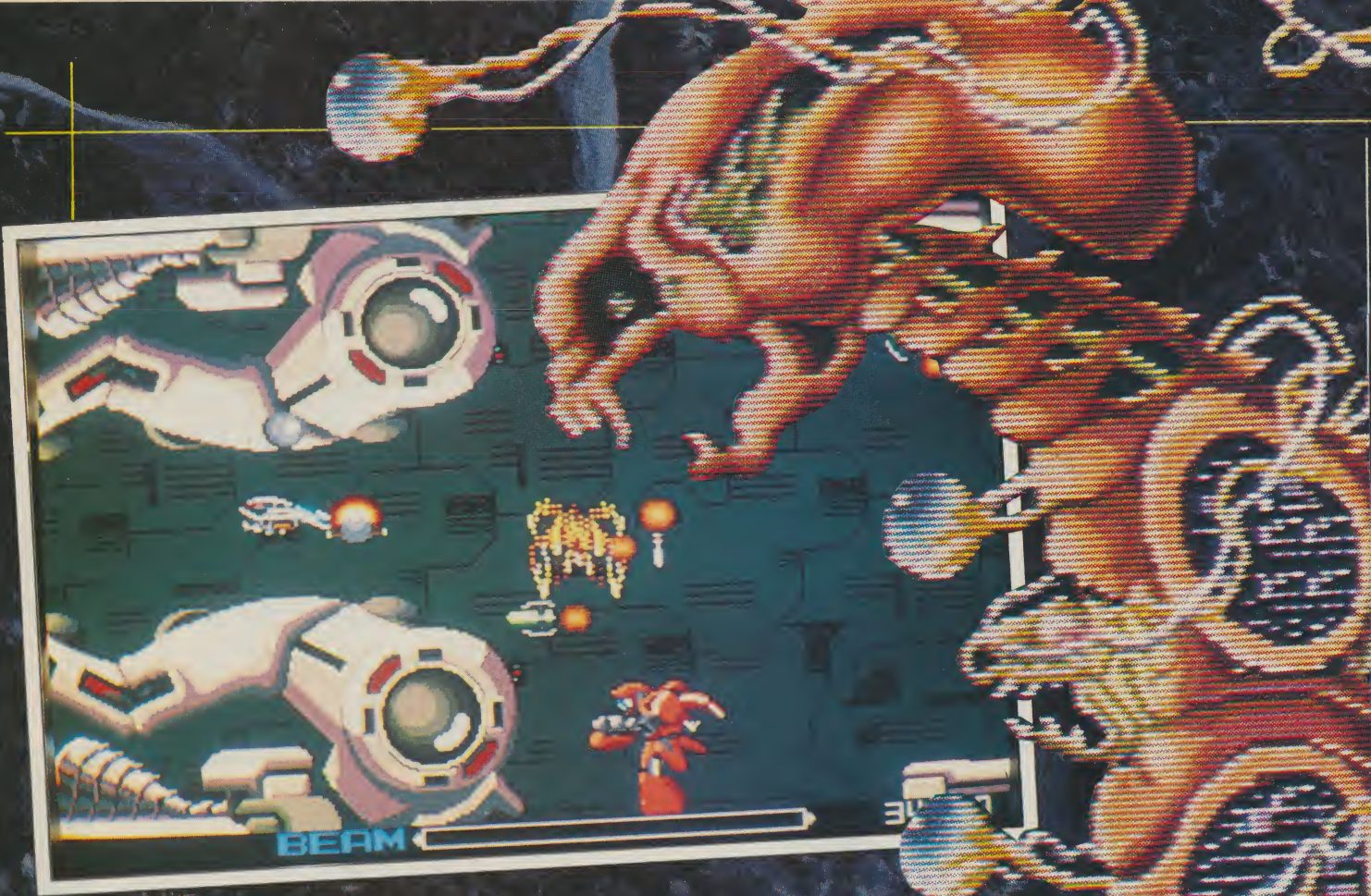
Well, here's something that's gonna blow your mind. For just about the same price as a 64, you can get your hands on the ultimate arcade experience for about 30 quid a time.

Yup, the machine that's been selling like hotcakes in Japan for about a year and a half has just become available in Britain by mail order (there are no plans to release

it in the shops just yet). It's only about 5" square (and that's small enough to fit into a shoebox), comes in cool and trendy white and loads games from data cards even smaller than a standard size pack of playing cards.

The kind of games available range from really brilliant – and when we say brilliant we mean practically indistinguishable from the original – arcade conversions (*R-Type*, *Dragon Spirit*, *Vigilante*), through fairly complicated text-style adventures to completely original PC Engine programmed





games. Obviously they've been put together with the Japanese market in mind. Remember Clive James and *Endurance*. Well, *Chan and Chan* is a bit like that: the hero's a bright and bouncy adult Japanese who braves several levels of *Super Mario Bros*-style arcade style action, with nothing but a pretty hefty kick and the sort of virulent fart that fells everything in its path! Juicy, eh?

Right now the Engine is only

generally available in Japan, so obviously a lot of the games have been written in Japanese and aren't that much good to us over here. Don't get all hot and bothered though, 'cos by mid-summer NEC should have introduced a completely redesigned Engine into the States, so there'll obviously be a bit more English speaking software out by then.

If you're an arcade addict, then the PC Engine (it's only 8-bit but

it's got 512 colours and 256-by-216 resolution) is the console to save up for. Just remember – the main thing to consider about the Engine is this: do you want the nearest thing to an arcade machine for about the price of a second-hand Amiga (though not exactly the same sort of flexibility) and about 30 quid a game? If the answer is YES and you can't be bothered to wait for the Konix console and the 16-bits, then check that there PC Engine out.

CD-ROM AND OTHER BITZ

An extra £289.95 plus £159.95 (for the interface) buys you a CD-ROM player. Only two games use it at the moment but it has the potential for adding near-perfect speech and digital stereo compact disc music, as well as 600 extra megabytes of memory per disk. Oh yeah – and it works just like a top-quality CD player as well. Cor!

PRICE: £199.95 for the Engine, UK powerpack, joystick and SCART Euroconnector (connects to most monitors and several newer TVs). £224.95 for the same package but a TV modulator instead of a SCART

SPECIAL FEATURES: CD-ROM player plus interface, and Commander joystick (with autofire) available now. Joystick plus interface should be available soon.

SOFTWARE AVAILABILITY: of approximately 62 titles available in Japan, around 20 or so are available by mail order over here. There's a good chance of that increasing towards the end of the year when the Engine goes on sale in America.

I WANT ONE

The PC Engine is OFFICIALLY currently available from:
MICROMEDIA, THE MOOR HALL,
LUDLOW, SHROPSHIRE,
SY8 3EG
Tel: 0584 75604



LOOK INTO MY CRYSTAL BALL, ERIC

Erm . . . well, we can't predict the future but we do know what you could be expecting to pay out for over the next couple of years. So what's there to look forward to?

THE KONIX MULTI-SYSTEM

If you thought this lot had their plates more than filled by joysticks and mice and all that sort of stuff, you were wrong, mate. The Konix Multi-System (the control unit can become a car steering wheel, aircraft controls or bike handlebars) was launched a couple of months back and should be ready and waiting for hungry joystick junkies later on this year. Software comes on three-and-a-half inch disks and there are loads of peripherals like lightguns and even an arcade chair in the pipeline.

Although plenty of software houses are already planning to produce Konix software, no one's actually seen any playable software up and running – but with 4096 colours and 512-by-200

resolution it should look pretty good.

PRICE: £199 for basic unit plus Konix joystick

SPECIAL FEATURES: adaptable control unit, foot pedal, 3D glasses, lightgun with recoil action, helicopter stick and arcade-style power chair to retail at around £170

SOFTWARE AVAILABILITY: unlike Sega and Nintendo, Konix won't be monopolising the production of their own games. Companies like US Gold, Mirrorsoft, Thalamus, Palace and Logotron are all getting ready for the launch. With a bit of luck there should be loads around – eventually.



NINTENDO AND SEGA (16-BIT)

Both of these are already on sale in Japan but the only thing we've seen of the Nintendo is a piccy – and very nice and sleek it looks too. The Sega 16-bit is supposed to be going on sale in the UK later on this year but as it hasn't even been released in America yet and the 8-bit seems to have a lot of life in it still, that may

be postponed. We've seen one and it looks pretty good but the graphics and scrolling weren't quite as impressive as we'd been led to expect. Still – it's early days yet and the Sega Mega Drive may prove to be just as popular as the Master System. More info as and when we get it.

THE REST OF THE BUNCH

Rumours are flying left right and centre about possible development of an ST and even an Amiga console, but so far it's been mainly speculation. Basically, you'll have machines capable of running arcade-style software (at around £25) of the standard you'd get on your full-

blown computer but for around half the price or less. It's aimed at younger gamers who won't necessarily be interested in the programming, musical, role-playing and adventure possibilities a 16-bit computer has to offer. We'll believe it when we see it.

SHOULD I GET A CONSOLE THEN?

- Basically, a console is a games machine. You just slot in your cartridge or stick in your data card and almost immediately the game is ready to play. Even 16-bit computers like the Amiga can't compete in terms of loading speed. So if all you want to do with your computer is play arcade games and you're sure you'll never want to program, it's definitely worth considering a console.
- There just isn't as much software available and you can't get hold of it in as many places as you can buy games for your 64 or your Amiga.
- Console software comes pretty expensive. Average price is around £25 and a new full-price game can set you back around £40 quid. Phwoar!
- If you're into adventures or complicated flight sims which need about 25 different keys to work, you won't get as much pleasure out of a console. They don't really cater for anything other than pure arcade addicts.
- If you're after some of the hottest arcade conversions around, it's definitely worth considering the PC Engine. For £60 quid you get what's practically the equivalent of an R-Type arcade machine; for £30 you get *Vigilante* and *Dragon Spirit*.

So you've seen the screenshots, you've read the hype. Now what? Which machine's gonna be gracing your house of the future? Is this really the best time to get a console? Well, with its practically arcade perfect graphics and brilliant gameplay the PC Engine is definitely the hottest thing around. Up here it's had all of us panting and slobbering, with our tongues hanging out ever since we first saw it, but with the Konix and all the other stuff just around the corner, you might fancy hanging around a bit to see what *that's* like. Whatever you decide to do, one thing's for certain – the consoles market is never gonna be the same again!

THE ULTIMATE BACKUP CARTRIDGE GOES ONE BETTER...
NOW ACTION REPLAY Mk V PROFESSIONAL
 FOR CBM64/128 HAS ARRIVED

ONLY
£34.99
 POST FREE

AR Mk V
 Reloads an average
 BACK-UP in
6 Seconds!!



EVEN MORE POWERFUL, MORE FRIENDLY & NOW EVEN MORE FEATURES!

ALL FEATURES AVAILABLE TO TAPE OR DISK USERS.

ACTION REPLAY Mk V differs from all other cartridges because it combines an 8K RAM with a FULL 32K operating system ROM. That means that ALL features are INSTANTLY AVAILABLE AT ALL TIMES.

WARNING!! Other systems use outdated technology which severely limits performance. Action Replay's state of the art hardware gives you MORE POWER, MORE SPEED, MORE FACILITIES than any other cartridge. There really is no comparison. Here are just some of the features...

- ✓ **TURBO RELOAD** Action Replay Mk V has 2 unique Turbo Loaders - "Ramloader" & "Warp 25". Both work at up to 25 times normal speed! ✓ **PRINTER DUMP** freeze any game & print out the screen. ✓ **PICTURE SAVE** save any HiRes multi colour screen to disk at the push of a button. ✓ **SPRITE CONTROL** full range of controls with 64K operation. ✓ **POKEFINDER GENERAL** an automatic infinite lives generator!
- ✓ **SUPER COMPACTOR** ultra efficient program compaction techniques. ✓ **TEXT SCREEN EDITOR** modify the text screen on a frozen program. ✓ **SUPERFAST DISK OPERATION** load 200 blocks in just SIX SECONDS. ✓ **MORE TAPE FACILITIES** you don't need a disk drive to use Action Replay. ✓ **TOOLKIT COMMANDS** full range all at the press of a button. ✓ **FULLY INTEGRATED OPERATION** with onboard custom LSI LOGIC PROCESSING CHIP.
- ✓ **CENTRONICS INTERFACE** for parallel printers. ✓ **PROFESSIONAL MACHINE CODE MONITOR** Full 64K monitor available at all times with full range of commands.

PERFORMANCE PROMISE

Action Replay has an unmatched range of onboard features. When you buy Action Replay, if you don't find our claims to be true, then return it within 14 days for a full refund.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW. View your favourite screens in a slide show type display.

BLOW UP. A unique utility to allow you to take any part of your picture & 'blow it up' to full screen size.

SPRITE EDITOR. A complete sprite editor helps you to create or edit sprites.

MESSAGE MAKER. Takes your favourite screen created with a graphics package or captured with Action Replay & turns it into a scrolling screen message complete with music.

ONLY £12.99

NOTICE 1988 COPYRIGHT ACT

DATEL ELECTRONICS Ltd. neither authorizes or condones the use of its products to reproduce copyright material. It is illegal to make copies of such material without the expressed consent of the copyright owners or their licencees.

TOTAL BACKUP POWER

The most powerful backup system ever devised. Unstoppable freezer system. Freeze at any point. Just press the magic button to backup your programs.

- TAPE TO TAPE ■ TAPE TO DISK ■
- DISK TO DISK ■ DISK TO TAPE ■

VERY fast & efficient program compaction. Single part save at TURBO speed to disk or tape. Backups turboload INDEPENDENTLY of cartridge. No "programming" or user knowledge required.

THE PROCESS IS AUTOMATIC - JUST GIVE THE BACKUP A NAME.

WHAT THE REVIEWERS SAID

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The Cartridge King!"

Commodore Disk User

UPGRADE INFORMATION

Mk IV Professional to Mk V Professional - just send £9.99 & we will send you a new Mk V Operating System Chip for you to just plug in! Mk IV (Standard) to Mk V Professional - send your old cartridge plus £15.99 & we will upgrade it (allow 14 days).

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE



0782 744707
 24hr Credit
 Card Line

BY POST



Send cheques/POs made
 payable to
 "Datel Electronics"

FAX

0782 744292

UK ORDERS POST FREE
 EUROPE ADD £1
 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
 AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

**DATEL
 ELECTRONICS**

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
 GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

Run The «GAUNTLET»

Ocean, C64 £9.99 cassette, £14.99 disk

Martin Shaw hasn't really come a long way since his days as Doyle in *The Professionals*, has he? In the 70s, starring in shows where he gets blown up and stuff like that; in the

80s, starring in shows where *other* people get blown up and things like that.

And if you haven't seen it, that's exactly what happens in the telly show on which *Run The Gauntlet* is based.



Isn't Martin Shaw soooo hard! Running around with a microphone, while those poor people run themselves into a cardiac arrest on the course! There hasn't been oodles of time spent on graphical niceties in *Run The Gauntlet*. That's not to say that they're no good. Nosiree—it's just that they're very... erm... workmanlike, which I suppose reflects the game's style. All the different sprites move around in quite a realistic way — I particularly liked the spray coming out of the back of the boats. Action is fast and hectic, with the opposition forever on your back, spurring you on. It's also **HARD!** Especially The Hill, which is a real joystick smasher! If you like your action mean, nippy and well'aard, get *Run The Gauntlet*—it's even got Martin Shaw on the title screen!!!



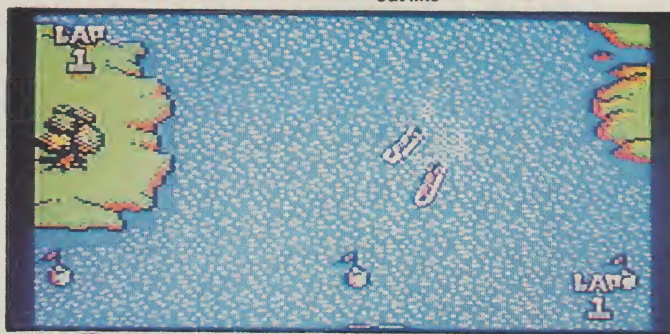
I've always fancied a ride on a moon-buggy. All that bumping around and getting sprayed with loads of mud — whoarr! Yeah well, you don't get any mud in this version but you do get loads of gameplay. Once you've got used to the control method you can go really wild roaring round the tracks and the water courses. Admittedly, the graphics aren't that great but the animation, especially on the jeeps, is pretty smooth. In fact, apart from the wall section (I can't really get excited about a load of joystick waggles), the whole thing reminds me of the sort of games you play with your toy cars or boats on courses in the sandpit when you're a kid. It may not look all that good from the outside but it's really great when you're the one in charge.

The show goes like this. You, as head of one of four international teams, must run the gauntlet of a range of physically and mentally exhausting trials.

These tests consist of a lot of jumping into high-powered land and water vehicles — hovercraft, jet-bikes, Supercats (you know, those big truck things with the six tractor wheels, like they used to have on *Blake's Seven*).

Not that you can get away with simply steering round a course under petrol-power. Nope — you've gotta use your legs too, 'cos the ultimate killer in this physical ability contest is The Wall. This

▼ Now THIS is what *Jet Bike Simulator* could have turned out like



has you running through mud and all sorts of other wet, sticky, smelly, nasty things and then, just when you think you can't waggle the joystick another step, gets you to scale a 20-odd foot rope wall all the way to the top!



This is great on the telly, because it's got so much action — and that same fast pace has transferred well to the computer version. *Run The Gauntlet* works because there's a lot of different things to do — hovercraft races, jet-skiing, bombing about in moonbuggies and racing along muddy tracks — you begin to feel knackered just playing it! Cosmetically, the game is on the average side, with sprites ranging from big and chunky to small and dainty, but they're all animated well. There are some nice tunes which make up for the low-key effects but I didn't like the multiloop that much — you're constantly having to rewind and forward the cassette to find the section you need. Other than that, *Run The Gauntlet* (on both 64 and Amiga versions) is fine by me.

amiga

An Amiga version is almost ready, and due for release at about the same time as the C64. Apart from slightly better graphics and sound and a less agonising loader, the game's the same (well — the version we played up at Ocean was, anyway. It'll cost you £24.99 — so check it out!

update

PRESENTATION 73%
Lots of levels, and the controls feel right once you've got used to it. Multiloop is a pain on cassette, though.

GRAPHICS 67%
Not spectacular but they're well-animated and serve their purpose.

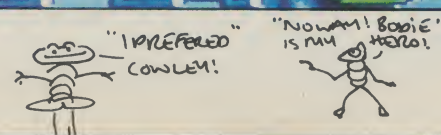
SOUND 69%
A host of tunes and average effects.

HOOKABILITY 81%
The multiloop is a bit long-winded, but the action is hectic and fun.

LASTABILITY 78%
Loads of variation between the levels means many different competitions to play.

OVERALL 80%
A fine conversion of the fun, if agonising, television series.

▼ Buggy-bouncing fun in Ocean's cute 'n' cuddly *Run The Gauntlet*



RENEGADE III

The Final Chapter

Ocean, C64 £9.95 cass, £14.95 disk

● Is our hard hero tough enough to beat up cavemen clubbers and monstrous mummies? Or will he just run away?

Right. You battled your way through *Renegade*, getting really serious about beating up all those nasty, three-day stubble opponents. In *Target Renegade* you kicked seven

shades of shirt out of those horrible fat-types and their henchmen, and you really enjoyed it. What could worry such a hard guy like

you?

Well, it's a question of time – you're stuck in it. As a martial arts hero with street cred and nice

▼ Watch out for the guy throwing the rocks!



This is a great departure from the other two games in the series – they were for serious macho types who like saving gals and can pull a couple of nasal hairs out at once. This is more my kind of game: it contains most of the beat 'em up elements of its successors and adds a touch of humour. That's not to say it's easy – it took me a while to suss out and finish the first level, and after that things start getting really tough. The graphics are some of the prettiest I've seen on a Commodore, with tons of very cute characters and detailed backdrops, and some smart animation. The old format is there – beat things up, survive an onslaught of characters until the scrolling lets you continue, beat more things up and finish the level – but the way it's been used gives *Renegade III* the kind of addiction the previous two lacked. The best of the lot as far as I'm concerned.

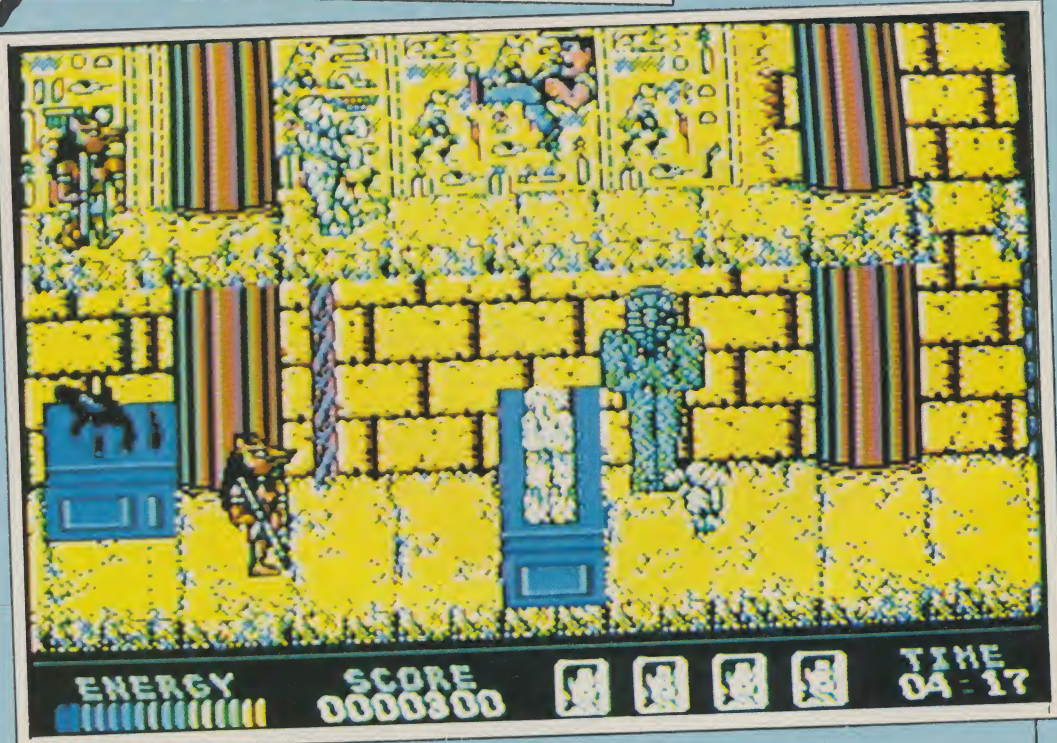
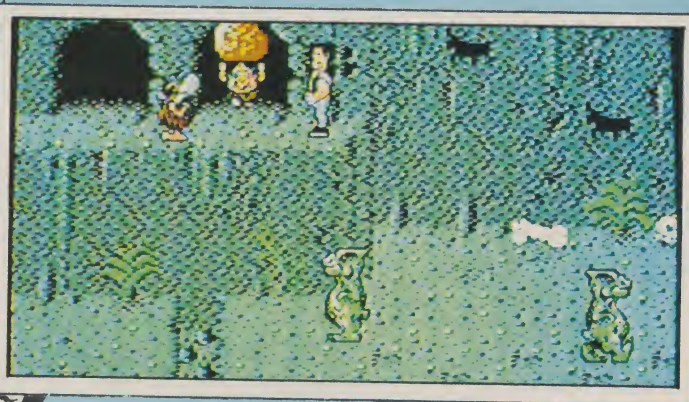
trousers you slipped on a time warp banana skin and ended on your backside in the Stone Age. And guess who planted the banana skin? That's right – your old chums *The Nasty Gang*; what's worse, they've got your girlfriend hostage. (Cries of 'Oh no! Not again!' and 'The rotters!').

This is where you start, faced by squat cavemen with clubs, Tyrannosaurus Rexes and their cutesy offspring (they come out of eggs dropped by birds) and shy, retiring types who only run out of their caves to drop rocks on you. Oh – and then there are natural hazards like holes (like they had in *1 Million Years BC*) and lava rivers (Hot Tootsie Simulators) – touching these means instant death.

Of course, you can defend yourself with kicks and punches and ducks, and you can climb around some obstacles and avoid others – and you've got four lives as well. It's going to be easy, isn't it? Boy, are you in for a surprise!

Each of the four levels is a hazardous mission which involves battling with the indigenous inhabitants (I like that phrase – I'll have to use it again), each of whom have their own styles of fighting, all of which are nasty.

Right, so you've cleared the first level – where now? There's no let-up because it's straight off to Egypt to do battle with the living dead (whiffy lot, them), then to Medieval times where knights in shining armour and particularly nasty dragons decide they don't like you, and finally – well, that'd be telling, wouldn't it? Best just not have a shave for three days, do a couple of hours on the Bullworker and get going. You've only got a few million years ahead of you...



▲ This is one place where you don't want your mummy (Level Two)



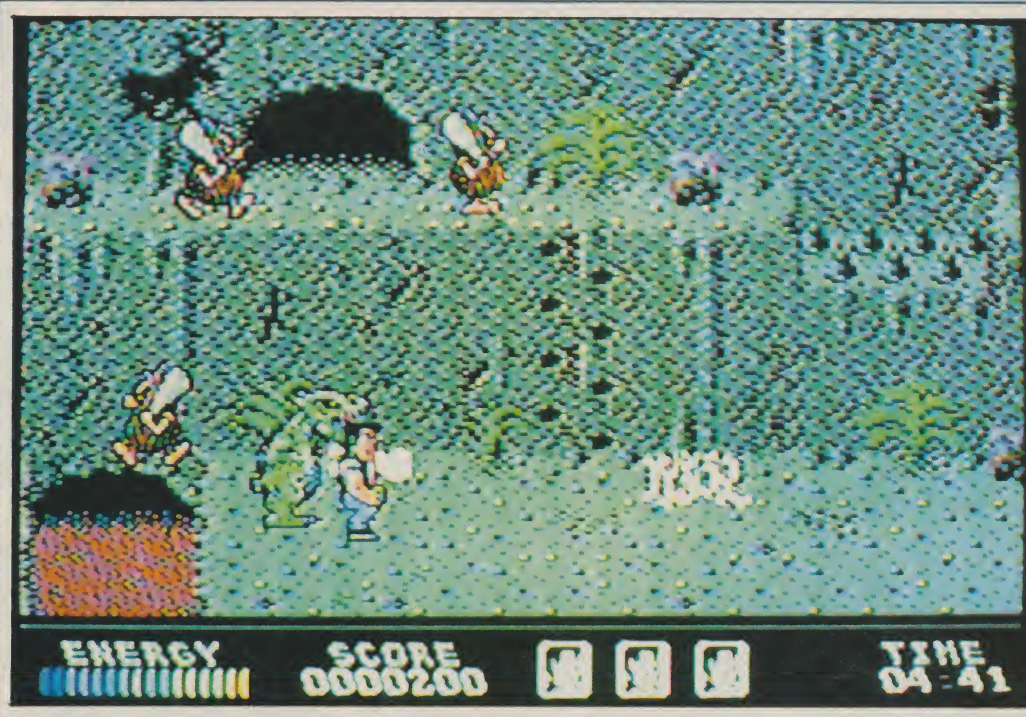
A beat 'em up, eh? With mummies and dragons and eagles' eggs that turn into cute little scuttling dingos? What are Ocean playing at? A top-class quality action game, that's what. You'd better believe it, 'cos if you miss out on this you're missing out on the best and most original of the Renegade series to date. Not only have you got fabbo bash 'em into the ground and stamp on their faces action, you've also got brilliant graphics, a great soundtrack and the cutest fighting game in the business. OK, so there are only four levels but beat 'em up action doesn't come much tougher than this, so who cares? Start raiding your piggy bank 'cos this is one of the best possible ways to get rid of ten quid.

▼ Knights on hobby horses are no fun at all – they just keep draining your energy (Level Three)

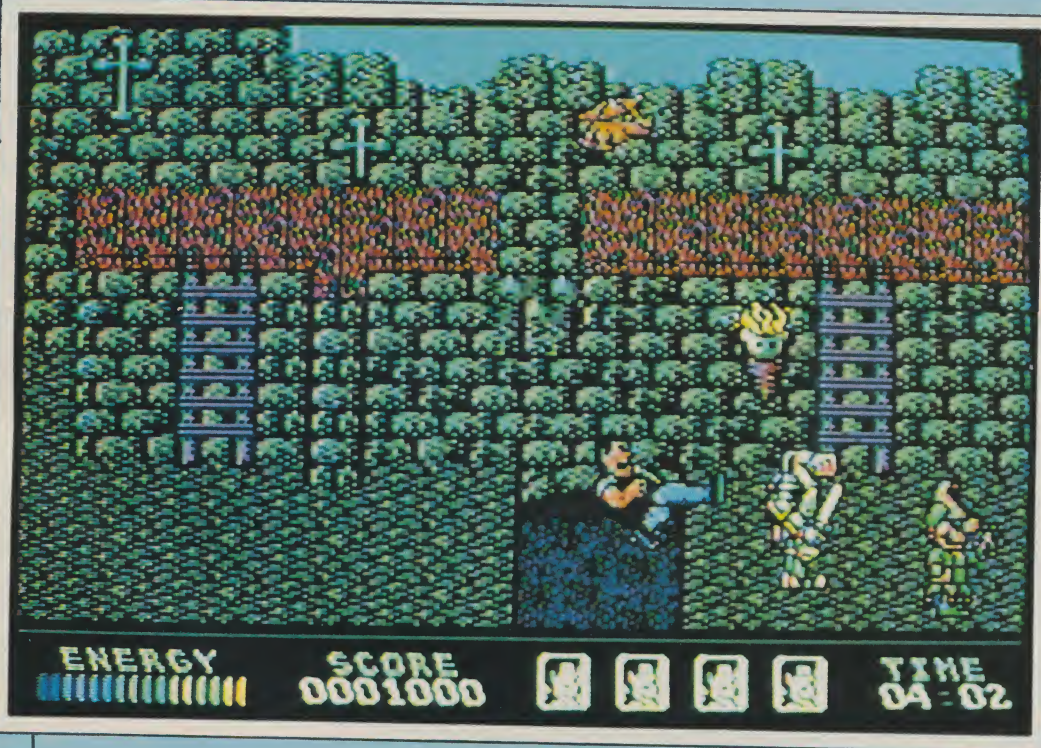
"TAPS MON!"
"PAP!"



You might think that with only four levels, Renegade III won't test your gaming skills too much. When you've completed the first level, you might still think that. When you get to the third and you're killed every time by those knights on hobby-horses and that dragon (dragon? It looks more like a flying pig!), you'll know the meaning of frustration! The cassette multiload is just like any other – a bit of a pain if you don't like them, or something you don't bother about; it's not *that* bad. The rest of the game is pretty impressive – a brilliant soundtrack, cute (and annoying!) characters and a wide range of moves that you can beat them up with. If you liked the previous games in the series, take a look at this – it's got more class than a wet weekend in Newcastle.



▲ Level One: avoid the red rivers of lava, kick seven shades of caveman suit out of everything else and don't fall down holes – you might just make it



PRESENTATION 68%

Clear on-screen appearance, decent instructions and a multiload. Nice joystick handling.

GRAPHICS 93%

Well-defined, cartoon quality sprites and backdrops coupled with neat animation. Generally very polished.

SOUND 88%

A choice of some average sound effects or a brilliant soundtrack.

HOOKABILITY 85%

It's fairly easy to progress a little way into the game, and the cute action will keep you coming back.

LASTABILITY 89%

There are only four levels, but the toughness and variety will keep you playing a long time.

OVERALL 90%

Another first-class beat 'em up from Ocean that will give you a laugh or two along the way.



Amiga



CYBERNOID II

THE REVENGE

Hewson, Amiga £19.99

● Hewson's Sizzling sequel to Sizzling Cybernoid

Aaah, this is the life, you think to yourself. Lying back with a long cool drink and a copy of *Deathdealer* magazine, incorporating *Alien Headstompers Monthly*. What could be nicer? Soon you reach the adverts in the mag – NEW! QUANTUM SEEKER BOMBS! – PLASMA SHIELDS! SPECIAL OFFER THIS MONTH! Well, the good ship *Cybernoid* could do with a refit after that last thrash – and what with the reward you can easily afford it. So it's off to the shipyards...

Two months later...
Now you have a virtually new

Well, I didn't think it was possible for Hewson to improve on the 64 version of *Cybernoid* when they converted it to the Amiga, but they did. Now we've got *Cybernoid II* and believe it or not, they've improved that as well! The graphics are superb – much better than the original *Cybernoid* – with some horrible, slimey Giger-esque monsters salivating down the sides of the screen and well dangerous looking gun emplacements. It's still really difficult to begin with, due to the number of aliens swarming about the place, but you soon get used to that. And when it comes for less than twenty quid, how can you afford not to buy it? Oh, you've only got ten pence. Well save up! It's worth it.

▼ 'Aw – he's a push-over – he hasn't got any eyes! WRONG!



craft, with extra weapons and redesigned bodywork, it seems a pity to let it just stand looking nice in some spaceport. So, off you trot to the government buildings – Dangerous and Explosive Space Missions Department.

In you stride – 'Scuse me, 'ave you got any well dangerous missions?'

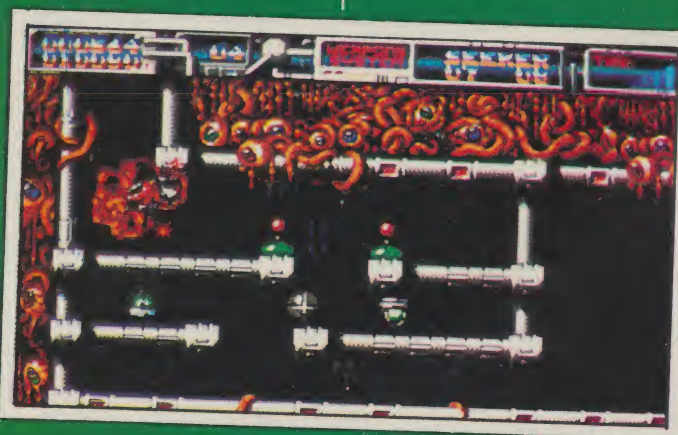
'Certainly sir. Fill in these 37 forms...'

Well all that red tape has left you feeling wound up and ready for a fight. You jump into the *Cybernoid II* (redesigned, see) and off you blast.

On reaching the site of the battle, a thought strikes you. Those enemies seem rather familiar – the bouncing robots, the scuttling crabs... it's those pirates! Well you saw them off easily enough before, so it's going to be dead easy this time.



WAAAAGH! What the hell was that? Acid dripping from the roof! That wasn't there last time. WOOOH! AGH! What's that thing with the shield doors? Launch a seeker... oh no! The doors closed! Try again while the doors are open... BOOM! Yeah! That's more like it. You don't remember these, do you? Well, that's 'cos it's



▲ If you thought *Cybernoid* was tough, you haven't confronted those nasty, dripping plants, monsters with shields and Giger-esque heads yet, have you?

Cybernoid II, matey – you've got more weapons than you had the last time but the enemies are worse as well. That's life, eh?



I thought that the Amiga version of *Cybernoid* was much more playable than the 64 version thanks to the adjusted difficulty level. But the 16-bit *Cybernoid II* isn't just really playable – the graphics are wonderful too! Whereas the original game had similar scenery on every screen, the sequel has a wide range of varied backdrops and as if that wasn't enough, some of them are even animated! The sound has also been vastly improved with tons more effects and the option of having in-game music. The effects themselves are great, ranging from a laser blip to a hard metallic clunk and the tune is a competent working of the 8-bit original which suits the game well. There's just so much to this that you won't be able to resist playing it time and time again.

PRESENTATION 65%

Nice score table and sound/music options, but that's about it.

GRAPHICS 93%

Superbly atmospheric throughout with some brilliantly animated sprites and scenery.

SOUND 84%

Good reworking of the 64 tune and some well 'ard effects.

HOOKABILITY 93%

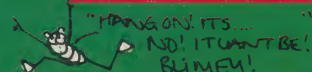
'Oh my god this is hard... must have another go!'

LASTABILITY 95%

Loads of areas and blockades to fight through with surprises on every screen.

OVERALL 92%

A brilliant 16-bit conversion which makes full use of the Amiga's extra power.



FOOTBALL MANAGER 2

Expansion Kit

... PLAY THE GAME,
BUT BEND THE RULES

NOW YOUR FAVOURITE
FOOTBALL MANAGEMENT
GAME IS EVEN MORE MANAGEABLE!

"I'm proud to say
that **FOOTBALL
MANAGER 2** has
been in the Gallup
charts for 35
weeks."

"FOOTBALL MANAGER
2 EXPANSION KIT IS A
MUST FOR THE
THOUSANDS AND
THOUSANDS OF FOOTBALL
MANAGER 2 FANS."

Addictive
**FOOTBALL
MANAGER 2**
Expansion Kit

PLAY YOUR NATIONAL
SIDE IN THE WORLD
CHAMPIONSHIP

PLAY IN THE
EUROPEAN
SUPER LEAGUE

AT LAST - PLAY YOUR
FAVOURITE PLAYERS IN
YOUR FAVOURITE TEAM

FREE!
INSIDE
Management
Record
Booklets

NOW YOU CAN BE
A PLAYER-
MANAGER!

START IN DIVISION
ONE - HOW LONG CAN
YOU STAY THERE!

CUSTOMISE
YOUR OWN
LEAGUE



Kevin Keegan
"The lads done
Brilliant!"

CBM 64/128
£7.99t - £9.99d
AMSTRAD CPC
£7.99t - £9.99d
AMIGA £12.99d · IBM PC £12.99d
ATARIST £12.99d · SPECTRUM 48/128K £7.99t

© 1989. Copyright Prism Leisure
Corporation plc. All rights
reserved. Unauthorised copying,
lending or resale by any means
strictly prohibited.

Addictive

Addictive Games is a division of
Prism Leisure Corporation plc.
PRISM LEISURE CORPORATION
PLC, Unit 1, Baird Road, Enfield,
Middlesex EN1 1SJ.

TECHNICAL DEVELOPMENTS

Hardware for your Commodore Computer
Items in stock despatched within 7 days!
Same day despatch on P.O./Cash orders
Items not listed ring for prices



THE EXPERT BACKUP CARTRIDGE

- ▶ Most advanced backup cartridge in the world
- ▶ Unlike all other backup systems the expert uses Ram, therefore the backup software loads into the cartridge, because of this the expert is always on top of the latest protection methods
- ▶ Comes with the latest 3.2R software
- ▶ Undetectable by software!
- ▶ Backs up ALL your games!
- ▶ VOTED No. 1 Backup System in Europe!

BACKING UP: No matter how the game was loaded, it will copy from tape/tape, tape/disk, disk/disk, disk/tape. All backups saved in one single file. Cartridge not needed for reloading.

COMPACTOR: Save minimum 3 games per disk side. The expert compacts games making them smaller in length thus enabling faster reload & more games on disk or tape!

FAST LOADERS: Disk fastloader "BOOT" uses no disk space! Loads backups in average 25 seconds. Tape backups reloading takes less than 2 mins!

ROCKET LOADER: Fastest disk loader available. Loads backups in an average 6 SECONDS. That's at least 25 times faster!

MACHINE CODE MONITOR: Best machine code monitor available. Intelligent hardware hides the monitor making it invisible & impossible to detect. Use it to learn machine code, a hackers dream due to it revealing any part of memory. Includes all usual monitor commands & more! Add poke/cheats from magazines.

PRINTOUT: Print out your machine code listings or even your favourite hires or multi-colour screens. Works on all CBM compatible printers.

SPRITE EDITOR & CUSTOMISER: Change all the sprites in a game, customise them with the free easy to use sprite editor.

EXPERT EXPRESS: Turns the Expert into a dedicated fast loading cartridge. It even loads programs over 200 blocks.

CHEAP UPGRADES: You'll never need to send the expert back. Rival products must be sent away for upgrading often costing as much as the product itself. With the expert, watch our advert for the latest software version & send off £3.99 for the disk or tape & instructions!

RAVE REVIEWS: Don't just take our word for it....

"The expert is the best possible buy" (Your CBM Aug'88)

"Highly recommended" (C.C.I. JUNE 88)

"The expert cannot be beaten" (Your CBM Aug'88)

COMPATIBLE: Works on ALL 64's, 128's & all CBM type disk drives/datasettes.

OTHER FEATURES: Integral reset cartridge, auto infinite lives finder, auto-fire enabler, joystick port swapper, fast disk formatters, Hires screen display, Easifreeze etc!

The expert speaks for itself even proven by reviews to better Action Replay! Try it out you won't be disappointed.

Available for disk or tape users.

Please specify disk or tape when ordering.

ONLY £31.99

DUST COVERS

- ▶ Water & tear proof
- ▶ Protects computers & equipment

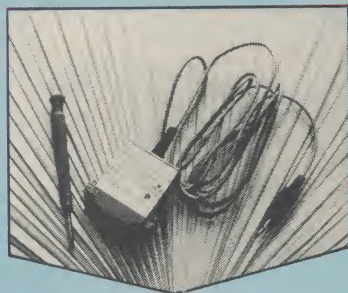
CBM 64 . . . £4.99 CBM 64c . . . £4.99
1541 . . . £5.99 Datasette . . . £4.99
Amiga A500 . £6.99 1901 monitor £8.99

DISK SECTION

- ▶ High quality DS/DD disks including labels, sleeves etc.
- ▶ Rapid despatch on all disks!

QUANTITY 10 25 50 100
5.25" DS/DD 96tpi £7 £16 £30 £50
3.5" DS/DD 135tpi £11 £25 £48 £93

10 Branded 3.5" DS/DD FUJI DISKS £19.99
10 Branded 5.25" DS/DD FUJI DISKS £13.99
5.25" 100 size lockable disk box . . £ 9.99
5.25" 50 size lockable disk box . . . £ 8.99
3.5" 80 size lockable disk box . . . £ 9.99
3.5" 40 size lockable disk box . . . £ 8.99
5.25" disk notcher (use 2 disk sides) £ 5.99



PRIS AMIGA SOUND SAMPLER

- ▶ Digitally sample ANY sound onto the Amiga
- ▶ Uses no desk space, simply plugs in, 1.5 metre lead plugs into any walkman, radio, stereos etc
- ▶ Tests prove PRIS is the ONLY sampler to accurately sample music & sound!
- ▶ Compatible with existing software (Aegis Audiomaster etc)
- ▶ Comes with instructions & screwdriver to adjust sensitivity
- ▶ Once you've received your sampler send for FREE public domain sound digitizing software
- ▶ The best stand alone sampler around

ONLY £39.99

BARGAIN BOX

100% CBM compatible datasette . . £24.99
Repairable C64/64c power supply . £24.99
Amiga replacement mouse £24.99
Slimline 64 replacement case . . . £19.99
Competition Pro 5000 joystick . . . £12.99
Joystick extension lead £ 3.99
Mouse & Cheese for 64/64c/128 . . £29.99
2 Way Aerial Splitters £ 2.49

PLEASE USE BLOCK CAPITALS

Technical Developments
Dept. 1, 17 West View,
East Bowling, Bradford,
West Yorkshire,
England BD4 7ER.

How to order ...

All prices include VAT and Free postage (UK only).
Payment by:- cash, cheque/postal orders made payable to: "Technical Developments"

Overseas ordering ...

Payment:- Sterling only please.
Postage charge if not stated
Europe £2.00 Outside Europe £3.00

Tel (0274) 734678 - lines open 9am - 6pm Monday to Friday only. Dealer, govt. and school orders welcome.



UNSTOPPABLE RESET CARTRIDGE Mk2

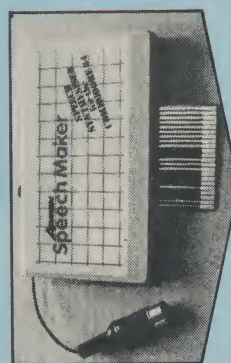
- ▶ Resets your 64/64c/128 to add pokes, cheats
- ▶ 100% guaranteed to reset EVERY 64 game, even those not yet available!
- ▶ New circuitry 'hides' the cartridge, thus defeating ALL reset protection
- ▶ Protected against damaging your computer (UNLIKE OTHERS)
- ▶ Simply plugs into cartridge port
- ▶ Includes instructions & FREE poke cheat sheet!
- ▶ Quite simply the best available
- ▶ Use it to terminate programs, simply press the button to revert to 64 screen.
- ▶ Saves wear'n tear on ON/OFF switch

ONLY £5.99

TAPE HEAD ALIGNER V2

- ▶ Stops loading problems arising
- ▶ Aligns any CBM type datasette to industry standards
- ▶ Software driven, works on any 64/64c/128
- ▶ High speed loading program confirms if head is aligned correctly
- ▶ Includes screwdriver, digital alignment tape, instructions & FREE cassette head cleaner
- ▶ For tape head demagnetizer & solution add £2 extra.

ONLY £6.99



ADMAN SPEECH MAKER

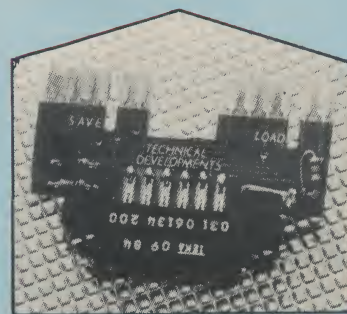
- ▶ Enables your computer to talk immediately on power up!
- ▶ Uses allophones & enables anyone to create ANY word on your 64/64c/128.
- ▶ Also includes set vocabulary of 234 words (i.e. if, the, like, etc).
- ▶ Talks in four high or low pitch voices & key voicing on depression.
- ▶ Easy to use, plugs into cartridge port, NO NEED TO LOAD ANY SOFTWARE!
- ▶ Existing base of games written for Adman.
- ▶ Fully compatible with Currah Microspeech.
- ▶ Limited amount at these prices

ONLY £16.99

TAPE/TAPE BACKUP BOARD

- ▶ The Ultimate Tape Duplicator
- ▶ Not software controlled
- ▶ Backs up EVERY 64/64c/128/vic20/PET game, even multi-load games!
- ▶ Requires access to two CBM type datasette & copies programs whilst loading them
- ▶ Plugs onto cassette port, programs can't detect it thus defeating ALL protections methods!
- ▶ L.E.D. light indicator indicates loading.
- ▶ Simple to use, press play on datasette & play + record on second datasette!
- ▶ Digital circuitry reshapes the program producing as good if not a better copy than the original

ONLY £9.99



TITLE Mr/Mrs/Miss INITIAL: SURNAME:

ADDRESS:

POST CODE:

QTY	ITEM	PRICE

TOTAL INC. POSTAGE (Free for UK)

£

Room for
Action
Size

ACTION SERVICE

Infogrames, C64 £9.95 cassette, £14.95 disk

It's always the same, isn't it? Off you go, on a nice military coup somewhere in the Pacific. No worries - weather's marvellous, beer's cheap, locals are friendly. Then the fighting bit comes round, someone mucks the job up and you've all got to go back home to the nasty cold climate, with your drill sergeant bawling at you for another six months.

So what happens to that unlucky GI who caused the bother in the first place? No, you don't all beat him repeatedly about the head and neck - you send him back to school. But this is no ordinary school. No sir, it's the Com-

mando Training School. After kitting yourself out (nice shaven head, Doc Martens, etc) it's straight down to the training course, for some of the meanest workouts a guy will ever have to face. Clamber over 8 foot walls, traverse minefields, dodge machine-gun fire, leap tall buildings in a single bound (well, perhaps not) and avoid ferocious alsatians in this test to find the toughest of the tough, the bravest of the brave, and the most brain-deficient of the mentally unstable. In addition to basic running mode, different events call for diving (among other things) grenade throwing, kneeling, ladder climb-

ing, jumping, pushups, crawling and dodging. And if you're not reaching for the Rallex and shouting out 'mother' at the end of all that, you can rest easy in the knowledge that you're the hardest bloke around. Either that, or you've died of exhaustion.

Anyway, if you find the going a little too rough (and the sergeant isn't looking) ... well, you can always cheat a bit and rearrange the whole course using the built-in construction set. That way you get to pick your own obstacles, decorate the landscape, position the height of your soldier in relation to the landscape and set your own

traps. Afterwards, watch exactly how you made a mess of it by rewinding the action on the video screen and setting play in motion. It's a bad world out there. Make sure you're daft enough to enter it. Train now, in *Action Service!*



Dear oh dear oh dear. As if people aren't already cheesed off with silly army games,

here's another one to get all hot and bothered about. I was hard pressed to find the action mentioned in the game's title, for a start. Everything moves at a snail's pace - if this is really what the army's like, lounge lizards (like Maff) should have no trouble fitting in! The blurb on the back of the box enthuses about 'lifelike graphics with superb sound and speech', but the game itself boasts unsteady sprites (perhaps they had a Stella too many at the bar the other night) with crunchy white noise effects and zilch as far as speech is concerned. Not a product I'd do National Service for.



MAFF

Any fans of *Combat Zone* and *19* who are looking for yet another army game to add to their collection, stop jumping up and down and getting excited right now - you're in for a disappointment. Unless you've got the sort of warped sense of humour that actually enjoys laughing at blocky, badly animated and incredibly slo-o-ow graphics, that is. Oh yeah - and if you really want to get your teeth into a bit of decent gameplay, forget it 'cos this isn't it. *Action!* Boring, repetitive and extremely tedious joystick wiggling, more like. Do yourself a favour and give this a miss.

▼ Are you sure you're ready for all this ACTION and EXCITEMENT? Or d'you just wanna lie in bed all day?



This is very much like the first level of *19*, except that the whole game is the same and there are a few extra additions - like people to kick in and shoot and wire thingies to swing across. Everything happens so slowly, though, it's as if the soldier's running through thick mud all the time. It doesn't look very snappy either. The sprites are blocky, and jerk about in a most undignified way; the backgrounds are bare, but the different obstacles are passable. Sound effects add little to the game's atmosphere, consisting of nothing more than simple white noise. The construction kit is a good idea and, had it been faster, might have amounted to a decent addition to the game. As it stands, though, no thank you.



An Amiga version should already be on sale, for a tenner more. It's the same game, but the graphics persuaded you to play a little longer. Nothing special.



PRESENTATION 78%
Construction kit and video playback modes. The French manual has been poorly translated into English.

GRAPHICS 41%
Average, samey backdrops and badly animated sprites.

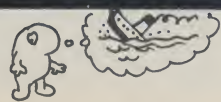
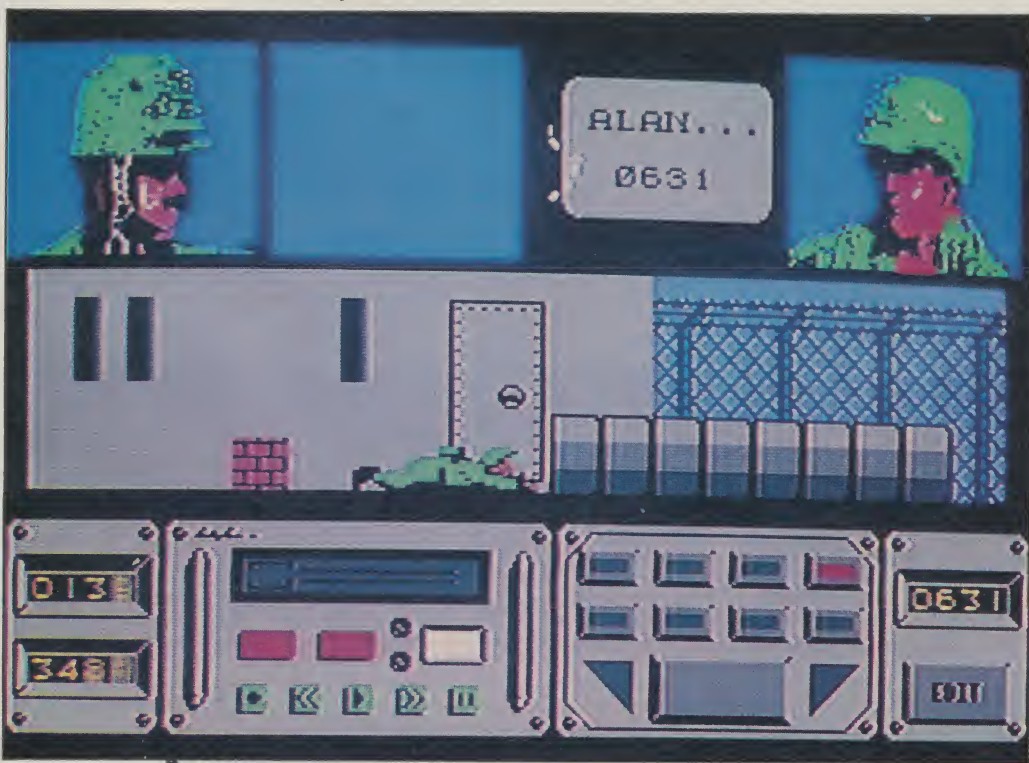
SOUND 37%
Unrealistic white noise effects and no speech - whatever the box says.

HOOKABILITY 45%
The slow pace lessens initial interest.

LASTABILITY 43%
When the game becomes boring (which it does quickly), there's always the construction kit to mess around with.

OVERALL 44%

Not one of the better army training efforts on the market.



"GUESS WHO'S SUNNING THEMSELVES IN RIO, THEN, EH?"



VOYAGER

Ocean, Amiga £24.99

● Ever wondered what a cross between *Battlezone*, *Backlash* and *Master of the Lamps* would be like? Read on...

Luke Snayles is a convict, an ex-pilot and a psychopath – but even he wouldn't be taking on a mission like this if they hadn't bent all his fingernails back and threatened to take away his cuddly bunny if he refused.

minute you're in enemy territory. All the 3D action is viewed through the windscreen, though there's a colour-coded radar screen to tell you exactly what kind of objects you're near.

Each moon has exactly 80 ground-based and airborne enemy craft and you've got to take each and every one of them out (some with at least two shots) before you get to cruise on to the

next. Not that these Rexizians take this sort of thing lying down. Nope. They fire back.

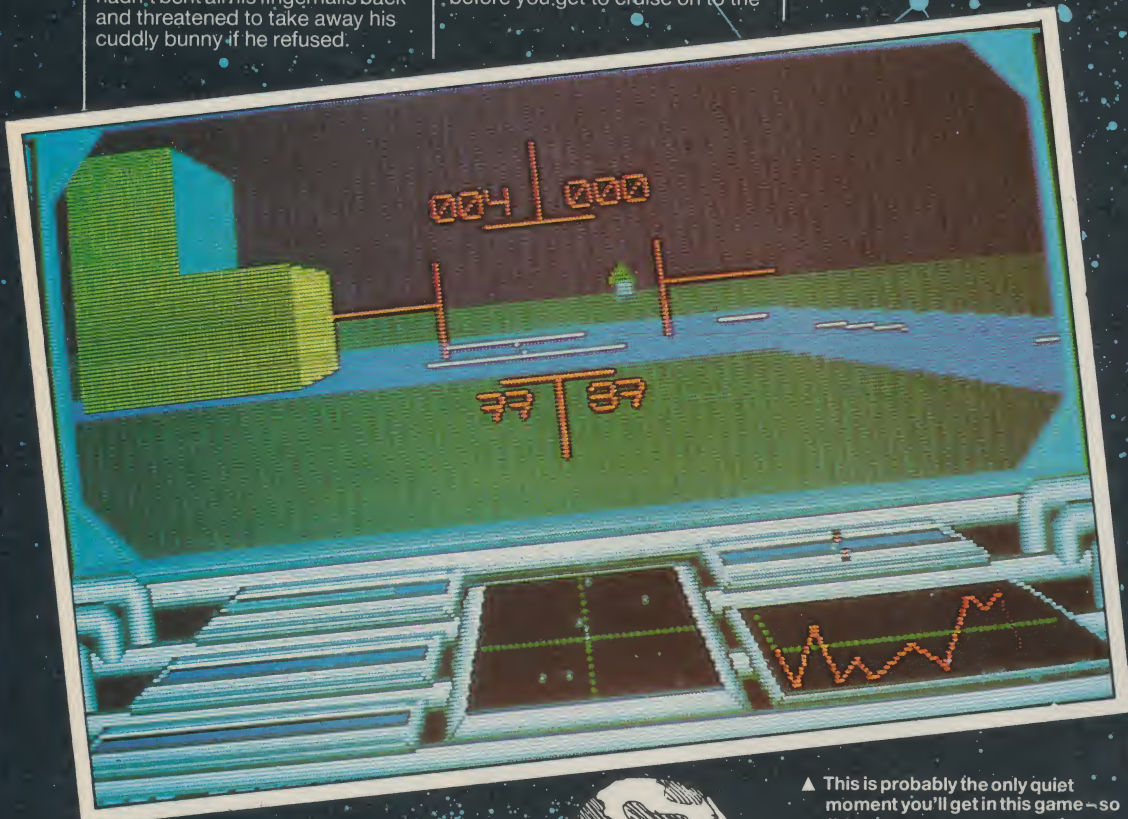
To make the whole thing even more complicated, there are a whole load of inanimate obstacles all over each planet as well. You can actually take cover behind these, but if you're not careful you

could find yourself blasting the hell out of rock instead of an enemy ship.

You'll also find equipment pods containing useful things like cameras and decoys. Drop a camera in any area and you'll be able to look around that bit of the planet even when your tank's somewhere completely different. Cameras also have limited effect lasers so you can shoot enemies by remote control. Plant a decoy and, for a limited period of time, the baddies will start shooting at that instead of you.

Wherever you are you can always access your data banks for info on the moons, cameras, weaponry, locations of equipment pods, etc – and oh later moons you can pick up converter equipment to toggle between tank and skimmer mode.

Oh yeah – and once you've cleared a planet, you've got to warp through a portal (woo-ee-oo), negotiate a 3D pathway and start the whole thing again on the next one. Except it's harder!



So what's wrong? Well, the Earth is about to be destroyed by the Roxiz who are at this very moment gathering an incredibly powerful stockpile of arms on the ten moons of Saturn. To make matters worse, the Earth has exactly *zilch* arms left – unless you count one tiny interstellar craft. No prizes for guessing that Luke (alias you, me old son) is the only person stupid enough to take on the seemingly impossible task of singlehandedly saving the universe.

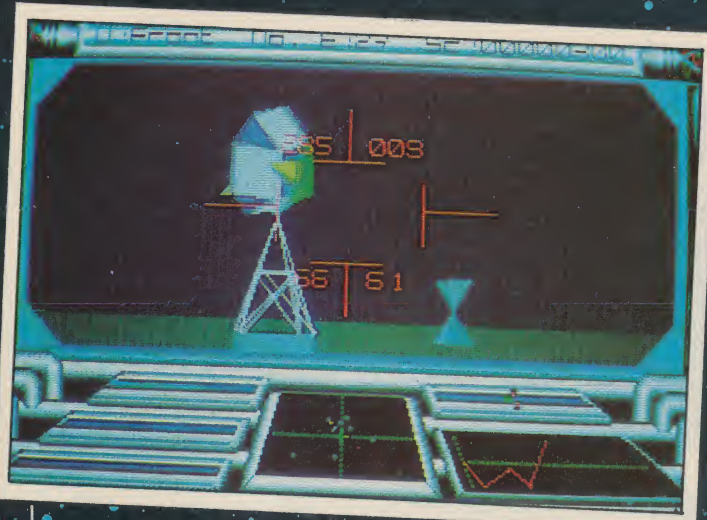
Luckily, you've got one of those gadgets on your craft that enable it to transform itself into a tank the



▲ This is probably the only quiet moment you'll get in this game – so I'd grab a Coke now, if I were you



If you liked *Encounter* on the 64, *Battlezone* in the arcades and *Backlash* on the Amiga, you're in for the time of your life – *Voyager* combines the best bits of all three and throws in a whole lot more: strategy, lightning quick arcade action, fabulous 3D, hours of absorbing play – you name it, *Voyager's* got it. And that's not all: out of the goodness of their hearts, Ocean are throwing in a separate cassette soundtrack (a sort of mish-mash of the *Pet Shop Boys* and *Art Of Noise*) which has to be one of the most mind-blowing pieces of music I've ever heard for a computer game. If you haven't got the message, it's this: grab hold of *Voyager* as soon as you can afford it.



▲ What's the function of that innocent-looking radar? And is THAT one of those weapons/energy pods you've been told about?

HINTS AND TIPS

1. Keep moving in tank mode.
2. In skimmer mode, keep flying to a minimum. It uses up less fuel.
3. When you've cleared a moon, find the portal quickly.
4. Avoid open spaces and keep looking for cover.
5. When you reach a new moon, check all your data straight away.

Get ready for a journey beyond sight and sound. Jump into your flying boots (a pair of them Garfield slippers will do), strap yourself into your armchair and get ready to take part in one of the most atmospheric 3D space games you'll ever play. In fact, that's what I like best about this – the feeling that you're really exploring an alien environment, that you can take cover behind inanimate objects and that enemies coming up from behind or above scare you half to death! So what's it really like? Well, just sit back, close your eyes and imagine Encounter with loads more atmosphere and action thrown in. Like the sound of it? Then get yourself a copy of Voyager!

WHAT'S WHAT ON THE RADAR

LIGHT BLUE – Inanimate obstacles

DARK BLUE – Equipment pods

WHITE – Airborne craft

RED – Ground-based craft

MAGENTA – Most hostile craft

FLASHING DOTS – Missiles, mines, etc

64

With its superfast 3D and great depth, it seems unlikely that there'll be a 64 version of this brilliant game. Not unless someone talks Ocean into doing a vector graphics version, that is. Oh well...

update

PRESENTATION 87%

Clear screen display with loads of information; inbetween level sequence and brilliant music cassette.

GRAPHICS 91%

Extremely fast and smooth 3D; realistic animation on every opponent, and plenty of colour.

SOUND 90%

In-game sound effects and tunes plus separate (brilliant) sound-track on tape.

HOOKABILITY 78%

It takes a while to get used to all the keyboard controls and functions but the actual shooting's easy enough.

LASTABILITY 95%

With ten increasingly difficult planets to clear, you'll be voyaging for ages.

OVERALL 94%

One of the most atmospheric 3D space exploration games around.

ROAD BLASTERS™

US Gold, Amiga £19.99

Nuclear war has forced most of the population underground but you – and a bunch of other crazies – are staying above ground with your cars: all you live for is the race to end all races – the Road Blaster Challenge.

So, armed with a bonnet-mounted photon cannon and a drop-ship following above with extra bolt-on weaponry, you've gotta rip up the road (and the other vehicles) through fifty levels of high-tailin' rip-roarin' yee-hahin' chaos! It's that simple.



▲ Not the greatest coin-op in the world – but this is a decent enough conversion



RANDY

I've always been a stickler for this in the arcades, and I have to admit that while this is a rather flawed conversion, lacking speech, sampled music and more detailed sprites, it's actually still very addictive. It may just be the yob in me, but I get real pleasure out of blowing all those cars to kingdom come. There's no way of getting round the fact that Road Blasters could have been better as far as the accuracy of the conversion goes but even as it stands, it's a winner in my book.



MAFF

Road Blasters is one of my favourites in the arcades, so imagine my disappointment when I loaded up what could have been a near perfect conversion, only to find an incredibly easy game lurking behind poor music, average sound effects and basic sprites. The scrolling road is effective, and all the levels have been crammed into one load; I wouldn't have minded putting up with some sort of multiload, just to get a totally accurate game of Road Blasters on the Amiga. Oh well.

conversion



PRESENTATION 70%

Joystick or mouse option. Same effective screen layout as the coin-op.

GRAPHICS 69%

Effective 3D rolling road, but sprites could have been more detailed.

SOUND 57%

Average rendition of the original arcade ditties. Some of the spot effects aren't too grand, either.

HOOKABILITY 82%

It's Roadblasters, man.

LASTABILITY 57%

Easier than the coin-op, so it won't take long to finish. You can always go for a better score, though.

OVERALL 75%

Could have been a tougher and more accurate conversion, but a fun drive 'em up nevertheless.



KWON

US Gold, C64 £9.99 cassette, £12.99 disk;
Amiga £14.99

In today's moral climate, it seems that more and more people are living by the rule 'kill or be killed'. Some people are taking the idea to extremes, plunging into danger just to prove that they're really hard and a lot stupider than all the other guys.

Kwon is one such person. Filled with the need to demonstrate the power of his homeland, he decides to travel the world doing battle with all manner of opponents. First off it's away to Russia and to the majestic city of Moscow... to kick seven colours out of the Russians (and this month's Henry Kissinger Award for diplomacy goes to...) starting with the nearest Kremlin guard and then his dog (very friendly - no, I think I'm



The backdrops are quite attractive - detailed and atmospheric - in both versions of

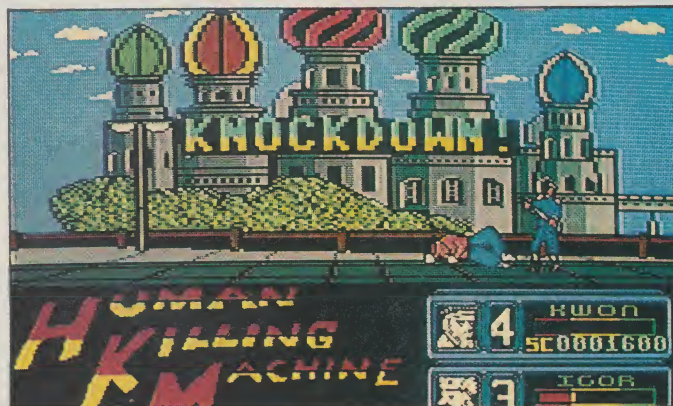
HKM; but the sprites are pretty appalling. The animation isn't exactly incredible on the Amiga or the 64 and the blobby animal sprites on the 64 just have to be seen to be believed. Worst of all, there really isn't any gameplay to speak of in either version - the 64's really easy, the Amiga version's annoyingly hard and both are really repetitive with little skill involved. Avoid.

lying).

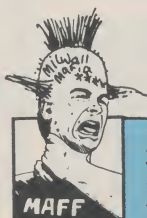
After those little Russian confrontations it's off to Amsterdam for a bit of... WHOARR! KNOWORRAMEAN! But Kwon's reputation has spread and one of the... er... young ladies (ahem) tries to knock him stupid. Once you've got rid of her, there's her friend to deal with.

Next comes the holiday atmosphere of Barcelona, where Kwon decides that Miguel the bullfighter isn't doing the best job of beating the horned brute, so he leaps in the ring, smashes Miguel unconscious and then deals with the bull.

Well after a beating a bull, Kwon is well away. Nothing can stand in his path... can it?



Let's hope future £14.99 releases are better than this (Amiga)



As soon as I saw the naff loading screens, I thought that things were starting to go a bit awry. That's when the game came on - oh dear. The sprites on the Amiga version are large enough, but the animation leaves a lot to be desired. All it amounts to is a few basic moves and actions, none of which are particularly realistic. The 64 version doesn't even have decent sized sprites to fall back on (just some twiglet-like dogs, people and bulls) and if we're talking about playability... there's hardly any! The 64 version is ridiculously easy - so easy in fact, that I finished after just one go - I don't think I'll be returning to it again. This is an incredibly weak program and one of the worst fighting games I've ever seen.

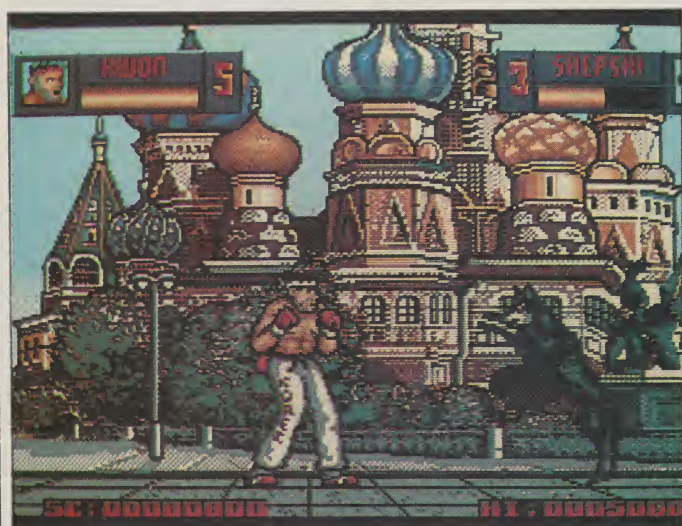


I usually love this kind of game - in fact IK+ is one of my all time favourites - but Human Killing Machine fails to generate any excitement in the old fighting genes at all. The similarities to Street Fighter are inescapable - apart from one thing: HKM is actually worse because you get one game instead of two. The graphics are poorly animated, the sound is annoying, the multiloop drawn out and the playability virtually non-existent. In fact, it lacks just about everything that a good game should have, so stick to IK+ until something better comes along. The Amiga price tag is a great idea - I just hope better products will support it in future.

We finished this game on the first go - maybe you'll have worse luck (64)

AMIGA GAMES AT £14.99!!

This is US Gold's first venture into 16-bit games at £14.99. For an experimental period, a selected number of Amiga titles should go on sale over the country for five quid less than you'd normally pay for a full-price game. OK, so this might not be the best title to start off with but with products like *Out-run Europa* and *Last Duel* (which would have got a Sizzler if we'd known the lower price) to be sold at exactly the same price, this has to be one of the best moves for Amiga owners in a long time. If only other software houses would follow suit...



64	amiga
43%	41%
PRESENTATION	PRESENTATION
Drab appearance - nothing special.	
36%	34%
GRAPHICS	GRAPHICS
Tiny 64 sprites fight over dull backdrops and the larger Amiga graphics have very little in the way of interesting or realistic animation.	
24%	22%
SOUND	SOUND
Pathetic tunes soon become annoying on both versions.	
49%	44%
HOOKABILITY	HOOKABILITY
The 64 version is ridiculously easy and the Amiga one is frustratingly hard.	
15%	28%
LASTABILITY	LASTABILITY
Far too easy on the 64 and not compelling enough on the Amiga to warrant lasting interest.	
31% OVERALL	45% OVERALL
A beat 'em up which doesn't look too hot, sounds uninteresting and plays even worse. The Amiga mark is only higher due to the price tag.	

ACE 2088

Cascade, C64 £9.95 cassette, £14.95 disk

Generations ago, your ancestor piloted the ACE combat plane to victory on Earth. Now it's your turn – this time, in the vastness of deep space.

Throughout the galaxy, alien opposition has been conquering planets under Federation jurisdiction. Being pretty dis-chuffed at this action, Mission HQ on Earth have ordered you to sort out the enemy invaders. Boarding the mother ship Deliverance, you must hop, skip and jump across the stars, to each of the 118 colonised Federation worlds and, in your Zielger II starfighter, crush the alien threat before it steamrollers its way across the star system to the mother planet.

On board Deliverance, you have at your disposal a host of different information screens to plan your strategy. Whether you wish to check who is on your side and who isn't, or find out the armed strengths of a particular colony, there's a screen here to tell you.

Being the state of the art in fighter design, the Zielger II has an impressive array of offensive and defensive technology. As well as the standard heavy duty front pulse cannon, each of the three Zielger II's on board Deliverance is capable of carrying eight long range missiles, eight rear defence missiles and four fusion bombs, needed to decimate the enemy bases. Tougher shielding and a Rapid Anti-Matter Rechargers can

also be fitted, although these are in short supply.

Once armed, you must jettison from Deliverance and begin your assault on the enemy. After negotiating vicious orbital defence fighters, stationed to halt your attack, you must fly down to the planet itself and knock out all of the bases found there.

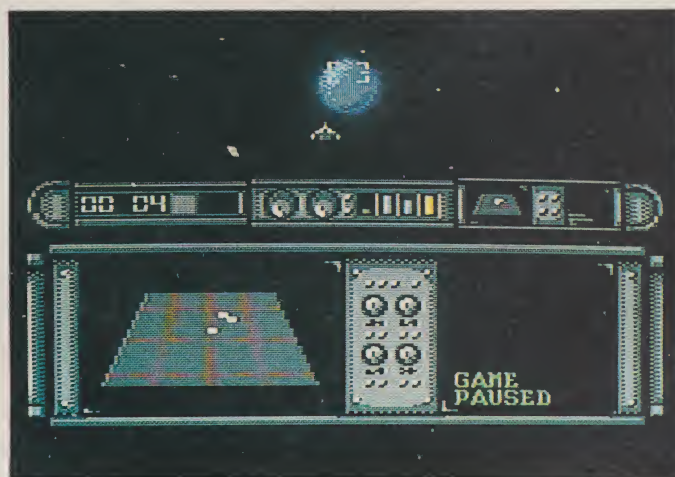
While this is not exactly a cruise through the park, you will find that rebel forces on the planets (themselves none too pleased over the current state of affairs) will assist you in your task. They'll attempt to destroy enemy bases and even, on some occasions, overthrow the enemy on their own and regain control of their own planet. Whichever way success is achieved, it's back to the mother-ship, to plan your next assault on some unsuspecting alien force.



▲ Captain's Log: Stardate . . . er . . . oh no – it's Ace 2088, isn't it? (sounds of door being slammed shut behind sacked ZZAP! captions writer)



Although I thought Ace was great for its time, I never thought much of the sequel, and this latest offering, stripped to the bare bones, just seems like more of the same. There are a lot of nice touches to Ace 2088, such as the way the missile target phases into view – and loads of different information screens with some fine animation scattered between them lift the presentation marks. Unfortunately, when you get down to the actual gameplay, there's little more here than an average shoot-em-up.



▲ What this screenshot doesn't tell you: the poor 3D movement and the bland gameplay. Tut tut. Naughty screenshot



Ace 2 in space. That's really all this is. So you can go down on planets and there's me fancy screens to add variety, but they don't hide the fact that Cascade have run short of ideas. I think it's a big joke calling Ace 2088 a simulation (as displayed on the front of the box) 'cos it isn't. Just shoot the baddy, shoot another baddy, then go to another planet where, guess what? That's right, shoot another baddy. Mind you, that's all well and good if you like shooting baddies and aren't too bothered about ineffective 3D. Just don't expect much difference between this and its prequel – apart from a few cosmetic additions, that is.



Apparently this is a space-flight combat simulation. Is it? Nope. Just a fairly average shoot 'em up with bits of uninteresting travel in between.

The sound isn't impressive and the 3D graphics aren't exactly overly convincing but that wouldn't matter if the actual gameplay was something to write home about. It's not. Shame really, because the quality presentation's definitely worthy of something really hot – not just an average shmup with ambitions to become a simulator when it grows up.

amiga

An enhanced Amiga version is on the cards for later on this year but there are no plans or concrete details as yet.

update

PRESENTATION 79%

Uncluttered displays, with loads of information – but the manual's a bit skimpy.

GRAPHICS 67%

Smooth, well animated information displays compensate for only average sprites and starfield backdrops.

SOUND 39%

No tunes, and unimpressive spot effects.

HOOKABILITY 68%

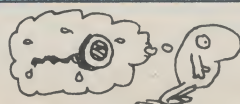
Looks as though it could be quite involving at first.

LASTABILITY 52%

Not enough variety to keep you at the screen for ages.

OVERALL 58%

May appeal to fans of the earlier Ace titles. Try before you buy, though.





HEY AMIGOS GET MORE WITH AMIGAS!!
In future advertisements Harwoods Hombre will feature SPECIAL OFFERS or NEW PRODUCTS but unfortunately he's got no name...

Send us your suggestions and the winner will receive
A PRIZE OF OUR FIRST FEATURED OFFER FREE!!!

HARWOODS POWERPLAY

POWERPLAY PACK 1

Our SUPER VALUE POWERPLAY PACK 1 offers you the chance to buy your Amiga A500 with **ELEVEN GREAT GAMES FREE** to start you off right. Not only that, we also include **ABSOLUTELY FREE**, a Mouse Mat, TV Modulator and a Tutorial Disk. This adds up to an **AMAZING AMIGA SAVING OF £264!!!**

FREE STARTER PACK
 ○ Sword of Sodan ○ Spitting Image
 ○ Hellbent ○ Strike Force Harrier
 ○ Power Struggle ○ Winter Olympiad
 ○ Quadralien ○ Backlash ○ Bermuda
 Project ○ Skychase ○ Stargoose
 ○ Mouse Mat ○ Tutorial Disk
 ○ TV Modulator **WORTH £264**
 (N.B. Certain games require a joystick)

ONLY...
£399*

Or Just
*£19.99
monthly

SAVE EVEN MORE WITH
ONE OF OUR

•4•

POWERPLAY PACK 2

If you thought Powerplay Pack 1 was good value just look at our Powerplay Pack 2!

Now available
with Philips
CM Monitors
PHONE FOR PRICES!

Only
£609

PACK 2 contains the super "Powerplay Pack 1" plus a CBM 1084S colour monitor - See those games, Hear those games **WITH ADDED REALITY!**

(N.B. Powerplay Pack 2 doesn't include a TV Modulator)

GRAPHICS HARDWARE



MINIGEN

Add computer graphics to your own videos easily!!! Connect to your Amiga's RGB port and domestic video equipment to mix graphics and moving pictures

MOVIE MAGIC AT ONLY £113.85

DIGIVIEW GOLD

Digitise static colour images in IFF format at all resolutions from 2 to 4096 Colours up to 640 x 400 Pixels (Requires video camera or video with clear picture pause)

ONLY £129.95



POWERPLAY PACK 3

Take our Powerplay Pack 2 and add (to your choice) a Citizen 120D **OR** CBM 1230/1250 Printer for that **COMPLETE AMIGA HOME ENTERTAINMENT SYSTEM**

only...
£749

POWERPLAY PACK 4

Take our Powerplay Pack 2 and add (to your choice) a Citizen 120D **OR** CBM 1230/1250 Printer with "The Works" integrated Professional Software instead of Powerplay's games

WE
MEAN
BUSINESS
AT JUST
£749

—ACCESSORIES—

MICROBLASTER JOYSTICK

New, Sturdy, arcade quality, fully microswitched, normal & rapid fire - 12 Mth Warranty

TAKE CONTROL £12.95

ZIPSTICK SUPERPRO

Professional quality with that "Perfect Feel", autofire 12 Month Warranty

£18.95

—BLANK MEDIA—

BULK DISKS (Prices per 10 disks)

3.5" DS/DD **£9.95** - with library case **£10.95**

Commodore



Higher Quality.
Lower Price

The Original Diskette
High quality branded media, fully guaranteed **SUPERB VALUE...**
Box of Ten 3.5" DS/DD
Only £14.95

WHY BUY FROM HARWOODS?

ORDERING MADE EASY

ORDER BY PHONE - Simply call our 24hr Hotline using your Access/Visa or Lombard Charge Card.

ORDER BY POST - Make cheques, bankers-building society drafts or postal orders payable to **GORDON HARWOOD COMPUTERS** (N.B. Personal or business cheques require 7 days clearance from date of receipt before despatch)

PAY AT YOUR BANK - If you wish to pay by Credit Giro Transfer at your own bank, phone for details

FREE POSTAL DELIVERY goods in UK Mainland (5-7 day delivery) **OR COURIER SERVICE** - Add £5 per major item next working day delivery UK Mainland (Orders normally despatched on day of receipt of payment or cheque clearance)

COMPARE OUR SERVICE

After you've purchased from Harwoods we'll still be here to completely satisfy you should any problems arise.



12 MONTH WARRANTY - If goods prove to be faulty within 30 days of purchase they will be replaced with A NEW UNIT. For the remainder of the Guarantee Period, all warranty repairs will be made **FREE OF CHARGE!**



COLLECTION FACILITY - Any faulty computer or monitor will be collected from your home **FREE OF CHARGE** within this Guarantee Period!!!



FULL TESTING PROCEDURE - All computers are thoroughly tested prior to despatch.

CREDIT TERMS

Gordon Harwood Computers are licensed credit brokers and facilities to pay by credit are offered for most items.

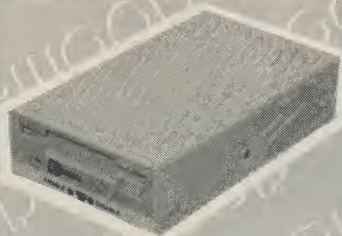
12-36 month HP terms are available (subject to status). Just phone us and we will send you details along with an application form. (Applications are required in advance)



Examples quoted are based on 36 months with no deposit.

WOOD'S LAY Portfolio

To help us process
your order, please quote
this number along with the
Dept code shown in the address block.



DATA STORAGE DEVICES

30 MEGA BYTE HARD DISK

Real power for your Amiga, connects directly through sidecar expansion bus. Ultra reliable, built in power supply & fan, styled to match your Amiga.

NEW

MEGA STORAGE
AT ONLY

£399

(includes 12 months replacement warranty FREE,
optional 24 months available)

CUMANA DISK DRIVES

All Cumana drives feature enable/disable switches, 1 meg capacity, compatible with A500, A1000, A2000 and PC1.

2nd drives powered from computer,
3rd drives have internal power supplies.
(5.25" drives are 40/80 Track switchable)

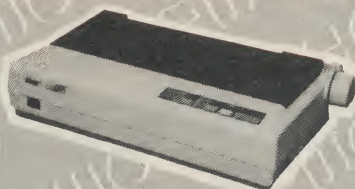
CAX 354-3.5" **£99.95**
2nd drive

CAS 354-3.5" **£124.95**
3rd drive

CAX 1000-5.25" **£129.95**
2nd drive

CAS 1000-5.25" **£139.95**
3rd drive

**SAVE MONEY
SAVE DATA!**



PRINTERS

Our range of 9 Pin dot matrix printers include the following features. . . .

Standard centronics parallel port for direct connection to Amiga, PC's, ST, Archimedes etc; Tractor and friction paper feeds.

CITIZEN 120D FULL 2 YEAR WARRANTY
Very reliable low cost printer, interchangeable interfaces available for RS232 or Serial type for CBM 64 etc. **£149.95**

COMMODORE MPS 1230/1250
Both supplied with dual interface, ideal for C 64/128/16/+4 or Amiga etc. **£159.95**

COMMODORE MPS 1500C
High quality colour printer manufactured by Olivetti, Epson JX 80 compatible **£199.95**

STAR LC 10
Multiple font options from front panel, excellent paper handling **£199.95**

STAR LC 10C
Colour version of the popular LC 10 allowing the effect of full colour on screen dumps **£239.95**

FREE! PRINTER CABLES

To connect to a variety
of computers
(Please state type when ordering)



MONITORS

COMMODORE 1084S

Manufactured by Philips, 14" High res. colour, Stereo Speakers, Allows full use of your Amiga's 80 column text display and High Resolution or Multi-Colour Graphics Modes.

**AMAZING
VALUE
AT ONLY £239**

PHILIPS CM 8833

14" Stereo colour monitor with Green Screen Switch - Better clarity of text.

**SUPER
SAVER
AT ONLY £249**

FREE LEADS!

1084S - Supplied with leads for Amiga, C64, C128 and standard colour IBM PC compatibles.
CM 8833 - Please specify your computer for correct FREE connection leads.

SOFTWARE

AEGIS VIDEO TITLER
for use with Genlocks
such as MINIGEN **£99.95**

WORKBENCH 1.3
Latest version of Amiga
OS with many additional
features **£14.95**

THE WORKS
Integrated w p, mailmerge,
spreadsheet, pro database
multicolour graphics **£79.95**

BBC EMULATOR SOFTWARE
BBC Basic at six
times the speed **£49.95**

HARDWARE UPGRADE

COMMODORE A501 RAMPACK
Now you can see those extra
features in your software such as
enhanced graphics, better sound
etc. Extra 512K RAM
& Real Time Clock **£139.95**

24HR ORDER LINE - 0773 836781

VISIT OUR SHOWROOM

Please call and see us; we will be only too pleased to demonstrate the entire range of amazing Amigas and a host of peripherals, accessories and software.

**REMEMBER WE ARE NOT JUST
ANOTHER MAIL ORDER COMPANY**

All prices are what YOU PAY, and there are
NO HIDDEN EXTRAS. VAT & Postage are included
and are correct at time of going to press.

E. & O.E. Offers subject to availability and are currently
advertised prices.



**GORDON
HARWOOD
HARWOOD
HARWOOD
Computers**
OFFICIAL COMMODORE BUSINESS CENTRE

GORDON HARWOOD COMPUTERS

DEPT ZAP : 69-71 HIGH STREET

ALFRETON : DERBYS : DE5 7DP

Tel: 0773 836781 Fax: 0773 831040

Cheetah STAR PROBE

THE
EMPIRE
STRIKES
BACK



- Eight highly sensitive light touch **MICROSWITCHES**
- Unique ergonomically designed control handle
- Built in **AUTO FIRE**
- Indestructible **METAL SHAFT**
- +2, +3 Selector Connector
- Four fire buttons
- 12 month warranty
- Automatic Centering
- High impact robust body
- Heavy duty base with strong stabilising suction cups
- Eight directional control
- On table or in hand operation
- Compatible with ZX Spectrum 16k, 48k, 128k (Interface sold separately), +2, +3, Commodore 64, Vic 20, C64, Plus 4 (adaptor sold separately), Amstrad, Atari, etc.

ONLY
£14.95

DELUXE

A Right Royal Joystick



Cheetah MACH I MICROSWITCH JOYSTICK

- AUTO FIRE
- METAL SHAFT
- 12 MONTH WARRANTY

ONLY....
£10.95

- Deluxe, robust construction
- Comfortable rugged hand-grip,
- 8 directional control with automatic centering
- Heavy duty base with strong stabilizing suction cups
- Highly sensitive light touch MICRO SWITCH fire buttons
- Ergonomically designed control handle with indestructible METAL SHAFT
- Built in AUTO FIRE function.

Mach I Joystick compatible with: • Sinclair ZX Spectrum 16K, 48K, 128K (Interface sold separately), +2, +3 • Amstrad Computers • Commodore 64 and Vic 20 Computers • Commodore C16 & plus 4 Computers (adaptor sold separately) • Atari 2600 & Atari 5200 Video Game Systems • Atari Home Computers etc.

All specifications and prices subject to change without notice

Prices include VAT, postage & packing.
Delivery normally 14 days.
Export orders at no extra cost.
Dealer enquiries welcome.



Cheetah

Marketing



CHEETAH MARKETING LTD
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527

THE NEW ROYAL EDITION



Cheetah CHALLENGER

ONLY **£4.95**

- Two ultra sensitive fire buttons
- Ergonomically designed control handle
- 12 month warranty
- Automatic centering
- High impact robust body
- Heavy duty base with strong stabilising suction cups
- Eight directional control
- On table or in hand operation
- Compatible with ZX Spectrum 16k, 48k, 128k, (interface sold separately)
- Commodore 64, Vic 20, Amstrad, Atari, etc.

THE TOP PEOPLES CHOICE



- Compatible with ZX Spectrum, 16k, 48k, 128k (Interface sold separately), +2, +3, Commodore 64, Vic 20, C16, Plus 4 (adaptor sold separately), Amstrad, Atari, etc.
- Four extremely sensitive fire buttons
- Uniquely styles hand grip
- Auto fire switch
- 12 months warranty
- +2 Selector Connector

ONLY
£8.95

DIRECTLY
COMPATIBLE
with Sinclair
+2, +3

Cheetah products available from branches of **Argos** **Dixons** **Harrods**

LASKYS **WHSMITH**

High St. Stores and all good computer shops or direct from Cheetah.

ZZAP! TRAP

SURE! POLICE! MYDAD SURVIVED 11,000 VOLTS! POWER! HE'S THAT THIN! SQUIGGLY POTHE (PAIN-LESS) MATHS!!! WHO'S DRAWN! HELLO TO KATCOOL! KEEP SAFE!!!! MY DAD'S GOTTA PROTECT WHO? WE ♥ KY!!!!

"FROM ADAM FELLOWS!"
TR CHUCK!

ZZAP!
 AN
 EVERYDAY
 STORY OF
 COMPUTING
 PEOPLE

Y'KNOW KATI, I
 THINK IT'S ABOUT TIME
 WE HAD A WORD WITH MAFF
 ABOUT HIS COOLNESS
 AH, C'MON
 GORDO, HE'S
 NOT THAT
 BAD

ZZZZZZZ
 THEN, A MAJESTIC FIGURE ENTERS

O.K. KATI, I'LL PROVE
 IT TO YOU
 HEY MAFF, YOU'RE
 LOOKING COOL TODAY!

COOL? HEH, HEH, HEH!!
 THAT'S AN UNDERSTATEMENT.
 I'M SO COOL THE
 WATER BOARD PAYS ME
 TO STAY AWAY FROM
 THEIR PIPES IN CASE
 THEY FREEZE....
 ALSO, 'WALLS'
 ICE-CREAM HAVE
 OFFERED ME A
 CONTRACT....
 WHY DO YOU THINK
 I ALWAYS HAVE TO
 CARRY THE DRINKS
 ON PICNICS....
 DRONE....BLAH....
 BAH....
 YES, O.K....
 FINE. NOW
 LISTEN....
 FINE....
 FAIR ENOUGH,
 O.K.... YES...

LOOK MAFF, BELT UP!!
 SEE WHAT I
 MEAN, KATI?
 OOF!!

SOB! I-I'M
 SORRY GUYS, I'VE
 BEEN TRYING TO CUT
 DOWN ON THE COOLNESS,
 BUT I GUESS I'M JUST....
 ADDICTED
 TO TRENDINESS!

DON'T WORRY MAFF!
 I KNOW JUST WHAT
 YOU NEED - A SHOCK
 TREATMENT. COME
 WITH ME!

OUTSIDE....
 WELL MAFF, EITHER
 YOUR COOLNESS IS
 GETTING WORSE
 OR YOU NEED A NEW
 DEODORANT
 OH! IT'S
 HIM!! SWOON

IN A LOCAL SHOP....
 NO!! YOU
 CAN'T BE
 SERIOUS!!
 2ND HAND SHO

GORDO, DO YOU REALLY
 THINK THAT THOSE OBSCENELY
 SQUARE CLOTHES WILL CURE
 MAFF?
 NO, I JUST
 THOUGHT IT
 WOULD BE
 HILARIOUSLY FUNNY
 AF THE END

THE TIPS INDEX FAN CLUB

Dear Lloyd,
I have been reading ZZAP! for nearly two years and this is the first time I have put it down to write, and voice my views. I am one of the old breed of ZZAP!'s readers, and it has given me great pain in seeing the index to all tips, POKES and so forth in Issue 44 (December 88 for those who can't count). The index refers to many issues which are difficult if not impossible to get hold of. May I suggest and I think many will agree:- That you reprint the issues of old so we can buy them OR print all POKES, tips, maps, etc in a separate book and offer it in your sales section.

I wouldn't mind or complain about forking (notice no misprint) out five or ten quid for the chance of obtaining all these lovely POKES (ouch! No not that kind of

poke!).

This book would be a useful ASSET, as in the past I have Gulp!? cut out the tips sections and slapped it into a book (cue sound of gun firing though temple and splatting brain all over walls).

Anon, Folkestone

Right now there just isn't the sort of demand for a tips booklet to justify printing it. If we did, we'd have to sell it at a really unreasonable price so nobody would buy it anyway. Still, if enough people express an interest, the big men with cigars and pinstripes who decide the future of ZZAP! might just decide to listen... But then again, they don't listen at the moment (mumble mumble).

LM

Verylongandsillyworditis

Dear Lloyd,
Pneumonoultramicroscopicsilicoulcanoconiosis.
Paul Bradley, Gainsborough

Floccinaucinihilipilification.
LM

BUDGET BONANZA BANANA

Dear Lloyd,
Re the March 'Letter of the Munf', having good full-priced games re-released at budget price is great for people like me with little dosh, but the games concerned are getting newer and newer - just like compilations a couple of years ago.

Eventually, I can see the only full-price games being coin-op conversions or TV/Film tie-ins, and they would soon be stuck on a compilation or rereleased at budget - or both (a la *Ghostbusters* on Ricochet and *Beau Jolly's Chartbusters*).

A couple of years back there were rumours of the one pound budget game - 99p for a presumably limited piece of entertainment, but now I can see old budget classics like *Thrust* and *BMX Simulator* going this way one day.

What with classics like *Tetris* being knocked down to three or four quid on release and other full-price games fading into obscurity straight away, I can't see how the smaller software houses producing

these titles can compete against Silverbird, Rack-It etc. Putting out games like *Bubble Bobble* and *Sanxion* for two and three quid, plus original titles like *Slayer* and *Zamzara*.

Still, there are houses like System 3, Palace and Thalamus who put out original, successful games (but they are ALL, without exception, good). Keep taking the tablets.

Leon Cox, Brighton

*Personally, I'm quite pleased at how the budget market's going at the mo. Brilliant oldies like *Paradroid* and *Little Computer People* are being released at bargain bucket prices and giving younger gamers the chance to play a whole bunch of stuff they'd never have a chance to buy otherwise. Just goes to show that if you've got a 64 and a limited amount of cash, you've now got a wider choice than ever before as to what to spend your money on. Not 'arf bad, if you ask me. On the 99p budget game front, I can't see it happening; but it's surprising how many budget compilations are coming out - witness the *Firebird* one in *The Word* this month.*

LM

A WILF LETTER

Dear Lloyd,

Out of the ashes of R.A.S.H (Rrap March '89) rises, like the mythological Elephanix, the Welling International Liberators of Fatties - or WILFs for short. We dare any member of the ZZAP! team to insult our newly declared chairman, Gordon Houghton. If 'Cool Dude' Evans (has anyone else noticed the receding hairline?) or that 'scatterbrained, fastidious, madcap kinda gal' Hamza step out line then we will not be held responsible for our actions.

With Gordon in our organisation our membership has risen 100%, bringing the total membership to four. My motives behind this warning are the following:

1. At school I was dogged by the nickname 'Blubberbutt' so I know what it is like to be taunted (wrong spelling?)
2. After the disbandment of R.A.S.H and the obvious ineffectiveness of the Nuneton Tea Cup Liberation Front, we WILFs thought Gordon needed protection.

So what do you say, all you unthin ZZAP! readers? Let's join guts and protect this ZZAP! editor.

Bernie 'Cyril Smith' Manning, founder and other member of W.I.L.F.

SLOBBER III

Dear Lloyd,
SLOBBER III: The Revenge.
KEVIN BAIN, AYRSHIRE.

Death Threat II: No more slobberers, please.
LM

AFTERBURNER AFTER MATH

Dear Lloyd,
I have just bought the Commodore 64 version of *Afterburner*. I loaded the game, plugged in my trusty old joystick and hit the fire button. The game started, I wiggled the joystick round a bit to find that the plane moved in a very unrealistic way. The background graphics were even worse. The game was pathetic. A few days later I played the Speccy 48 version. It was excellent, no blocky graphics, smooth movement and a much more exciting game.

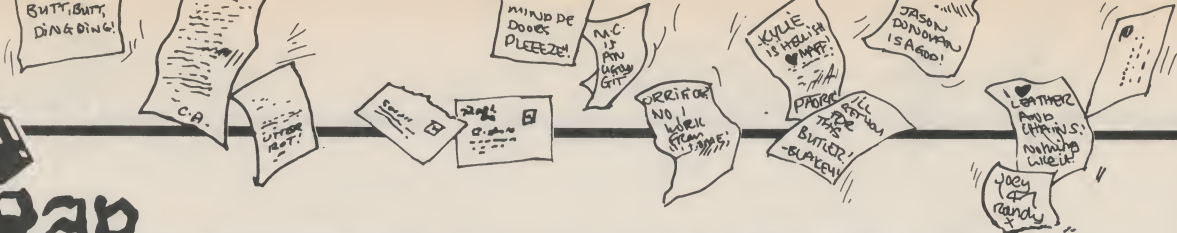
What are Activision 'playing at' if a game can be so good on a Speccy it can be just as good or even better on a 64. Come on Activision, what happened to the good old games like *LCP*?

N. Davies, Solihull

Yeah well, Little Computer People didn't have 3D in it, did it? I'm no technical genius but one thing I do know is that for all its disadvantages in terms of graphics and scrolling, it's much easier to produce fast and effective 3D on the Speccy than it is on the 64.

But what were you doing buying the game before you'd seen the review anyway? Having fallen for the hype and wasted a tenner myself a couple of times, I've decided to wait for the reviewers' opinion before I buy from now on - I'm sick of making really expensive mistakes.

LM



THE FISH SURVIVAL KIT

Dear Lloyd (alias the man with a paper bag over his head).

I have an important piece of information for fish lovers everywhere! Today (18th February) while playing *Pro Ski Simulator*, I flicked channels to BBC1, just in time to see a frightening atrocity: Ken D Fish being kidnapped by a Hell's Angel! Has Ken reappeared at ZZAP! Towers? How much is the ransom? Are you going to pay it? Anyway, for all you fish owners at home, here are some Fish Survival techniques, as devised by me, Dr Swinehund.

1. When taking your fish for a walk, be careful to have him on a close lead.
2. Always disguise him/her as an anteater, to avoid detection.
3. Never, ever, feed him cheese, as Hell's Angels home in on this.
4. When bathing your fish, bath with him, and always carry the Doctor Swinehund MK IIVX Harpoon. It doesn't work, but it looks frightening.
5. And the most important rule of all, the one you must never forget, is don't let your fish watch *Gremlins*. This will kill him/her.

So for the time being, pay the ransom, follow these rules, and kiss your fish every morning before you go to work.
Happy fish loving!
Dr Swinehund, Wiltshire

Everyone will be pleased to know that we rescued Ken from Hell's Angels; but much water has passed under the bridge since then. Ken is rather embarrassed about his last business trip to Grimsby. A

minor indiscretion with a lady haddock - Edna - has led to him being suspected of parenting 1500 Kenlets - last seen at a Grimsby football match. Ken would just like it to be made known that he has never been to Grimsby, has no knowledge of anyone called Edna and was tucked up in his castle with a hot piece of gravel on the night in question.
Honest.
LM



MR. FLOPPY DISK - HE'S REALLY FLOPPY!!

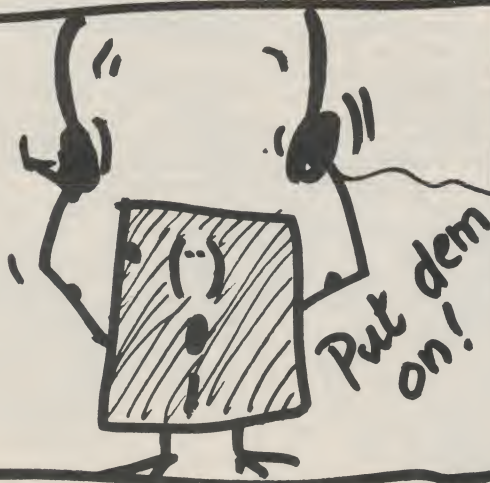
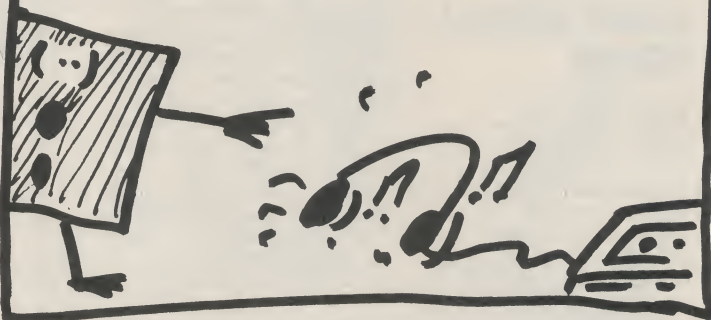
HE'S 2 CHIPS SHORT OF A BAG!

DAY OF THE HEADPHONES!

Hello!

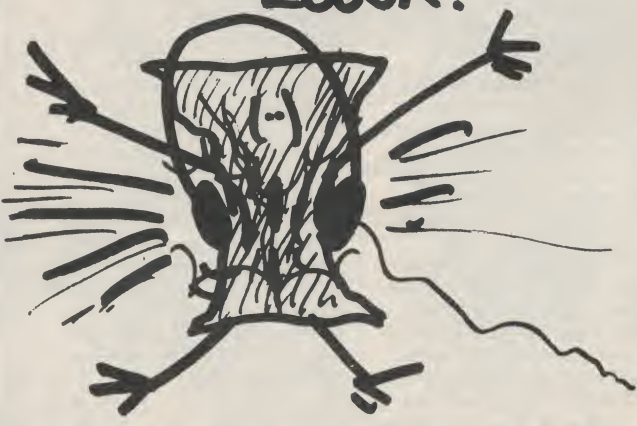


Duh, headphones!

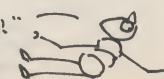


Put dem on!

Eeeek!



"Well fous!"
ITS THAT TIME AGAIN!



"We love BERNERS!"

THAT GADGI WORD STUFF

Dear Lloyd,
Just a quick line to answer the Fat Man's query as to the meaning of the word GADGI: In our neck of the woods GADGI is used in place of words like BLOKE and FELLA.

Hope you will all now be able to use the word GADGI in its correct form.
Paul Walker, Cumbria

... I've done it! In answer to everyone's prayers I've

discovered what the word gadgi means. Gadgi is an adjective meaning 'pertaining to a gadgee'. Anyone know what a gadgee is? ...

Chris Watson, Suffolk

According to PG, the ex-ZZAP! writer, who rang in especially to tell us (and to ask for his teapot back) gadgi means exactly what you said – an old bloke or fella – except we spelt it wrong. He says it should be gadgee. But then what do we know? Any other definitions lurking out there?

LM

That new gadgi reviews stuff explained (again)

Dear Lloyd,
I would like to comment on the new rating presentation – it's crap!! No, only kidding, but it is a bit weird!! Placing the Amiga percentages next to the CBM 64 percentages is not a good idea. Take the *LED Storm* review for instance. How come the CBM 64 gets 86% while the Amiga version only gets 80%? The CBM 64 graphics are very blocky compared to the Amiga. You've given sound on the CBM 64 94%, and on the Amiga only 90% – the music on the Amiga version is one of the best tunes I have ever heard on a computer, and then the overall is 94% for CBM 64, but only 92% for Amiga.

I know what you have done, ie: not given marks according to a comparison of the two machines' capabilities. You have instead marked them individually.

But don't you think it's a bit funny when you see 6% higher graphics for the CBM 64 when the Amiga has 100% better graphics??? Maybe you should present them apart – there might be some stupid thick headed commie users thinking, 'HA! *LED Storm* got better ratings on graphics and sound on the 64 than the Amiga – so much for mega graphics etc, naw naw!!'

Oh, and I used to have a CBM 64, so don't cop me with any CBM 64 bull!!

I reckon the software houses that bring out games at £24.99 for the Amiga must be rolling in it. More often than not, the game is rubbish, and you can tell that not much effort and design time went into making it (ie: ported across from the ST). Would all the CBM 64 owners want to buy *Techno Cop* for £14.95? I very much doubt it.

Also the reply that I have seen says that prices will come down once Amigas get more popular is rubbish. If you were a company selling games at £24.99 and then your customers doubled would you lower your prices or keep them the same?

Now I know that the £24.99 is only the recommended price, but it's like having £14.95 on the CBM 64 as your top price instead of £9.95. If they were to bring it down to £14.95 instead of £24.99 and budgets about £5-£7 pounds, it would be very interesting to see what would happen.

Julian Smith, Sheffield

To answer your last point first, it's interesting to see that US Gold have now reduced a selected number of new products to the low price of £14.99 – long may it stay that way. Personally, I think anything above £25 is a rip-off, and anything above £20 is only justified by depth and lastability – stuff like *Starglider 2* and *Carrier Command*. It would be nice to see more companies making more Amiga software affordable.

As for the new ratings, we combine the boxes because it's interesting to see just how the different versions compare. But you're right – we judge the games on their own merits, and within their own format. So, for *LED Storm*, the Amiga version had better graphics than the 64 but not the most amazing graphics for an Amiga. Each game is rated independently within its own format.

LM

SPECCYS ARE RUBBISH – IT'S OFFICIAL

Dear Lloyd,
A few months back you introduced the new reviewer KATI. This is great! In all my life I have never known a girl to be interested in computers! I expect it's brought in some women readers. COME ON YOU WOMEN. READ ZZAP! YOU'LL LOVE IT WHEN YOU DO.

Still at school in the fourth year, I hear many SPECTRUM owners who think the COMMODORE 64/128 are totally s**t. I totally disagree with them and they say why don't you buy a SPECTRUM instead? I would never degrade. What's

your opinion about them? (Totally mad and they all need to go and see a Psychiatrist?) Though soon I'm upgrading to an Amiga.

The Banana King

As far as we're concerned, Speccys are RUBBISH – but then, could we be just a little bit biased? If you compare the cost of a 64 (almost £160) with a +3 (nearly £200 – and for that you get some really rubbish graphics), then there's just no competition whatsoever, is there?

LM

ARE CONSOLES CRAP OR CRUCIAL?

Dear Lloyd,
It's a fact that the majority of people who have bought a 16-bit machine, have done so exclusively for the pleasure of playing games. Even so can this justify an asking price of upto £400? I think not.

However, I've got my money safe, for within the next year I'm expecting BIG things. Things which are set to revolutionize home games playing as we know it. For soon everyone could have an arcade machine in their home in the form of a ... console.

Yep, consoles represent the future, but forget the ones currently available and instead look to those due (in any quantity) to our shores shortly. First of which will be the 8-bit PC Engine, a truly potent machine with superb games. As it stands, the PC Engine is quite capable of delivering arcade standard action on its own, however NEC have has the new innovation of producing the CD-ROM add-on, and device capable of boosting 548 MegaBytes of memory, hence dramatic improvements in both graphics and sound.

All this power blessed on only an 8-bit machine! The story doesn't end here though, for thereafter we will see a range of 16-bit consoles set to blow your mind.

So, using the PC Engine as an example, it's obvious to see the power which the 16-bit versions will possess. All that's needed now is a hydraulic cabinet, and Konix have plans for that. The way I see it, there are two options open, either you buy an Amiga and commit suicide when you see the power of the new consoles for half the price, or you wait and buy a console and let someone else commit suicide. The choice is yours.

Dennis Warden, London

Hang on a minute – don't write the Amiga off just like that. The PC Engine does look pretty hot stuff but there's still quite a lot that a console can't do. I'd like to see them producing something as complex as *Starglider II*, *Dungeon Master*, a role-playing game or any adventure on the Engine before I write off the 16-bit computers first. What about the price and availability of software for the Engine (about 20 or so titles available and £30 a time)? Just think how many more titles there are available for the 64/Amiga right now!

Sure, the console market is looking good, but for flexibility, variety and choice of games, the 64 and Amiga are still pretty hard to beat.

LM

Regrets – I've had a few. But then again, too few to mention. I did what I had to do – and if you give me half a chance I'll do it next month. Just send all your computerised and other thoughts to LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB. I'll read them my waaaaay.

ZAP!

Yaaayyy! Spring! Time to dust down my Bermuda short-ettes and get back in the river for a dirty great slime bath. Just the right time of year for catching baby billygoats and picking them off the shore. Just the right time of year, in fact, for stuffing yourself full of lizard's toes and gnome heads and playing Scrabble with your pet flies. Snack time here I come! Geronimoooo!

CHUCK VOMIT

SPACE QUEST II

Sierra/Activision, Amiga £19.99



pace—the final frontier. I'm a big fan of *Star Trek*, me, so anything to do with space and all that googly stuff gets me really excited.

So — you remember *Space Quest*, don't you? Course you

do. That was the time you, humble 'brain the size of a peanut' interplanetary janitor, managed to save your planet Xenon (now, where have I heard that before?) from certain death by Vohaul's secret Star Generator. Woo!

Vohaul sounds just like my kind of guy, actually. He's slimy, fat, purple (personally, I

"SPACE!"
THE
FINAL
REPRODUCTION!
"I WANNA BE
A ROMULAN!"



"THIS BROKE
"RECKS OF
DEAD SHIRMS!
AND THATS BAD!"

NEVER
CRIES HIS
NAME
"SPLATFO!"



prefer green) and really, really gross. And he's got a plan. Unless you manage to blitz him in time, Xenon's going to be invaded by thousands of genetically engineered life-insurance salesman synthetically designed to make the life of every single citizen a misery. Oh no!

Oh yeah. And if your skimmer hadn't crashed on the way to the labour camp Vohaul's picked out specially for you, you wouldn't be able to do anything at all about it. Luckily, if you're clever enough, you can make it through the planet Labion, back to Vohaul's asteroid fortress and try to STOP THE PLAN.

Action's presented in typical Sierra style. You wander around the 3D environment using your joystick and typing in commands (to pick up objects and so on) just as in a normal text input adventure.

According to the back of the box, the graphics are in 'incredible 3-D'. Erm... well - we all know what 3-D is like and this isn't it. You can walk

behind bushes and trees but they look more like a pile of spinach (yeuch - really hate the stuff) than a shrub. I know you can't have brilliant graphics if you want a decent amount of memory devoted to the gameplay but you don't need to have badly defined blobby sprites instead. You can see from Lucasfilm's *Zak McKracken* just how much detail you can cram into this type of game it takes just one look at blockland to see Sierra haven't done as much.

Yeah, yeah but what about the game itself? Well, I suppose it's OK if you like dying a lot. As for me, I'd rather spend the afternoon with a couple of tons of billy-goat spare ribs in bar-B-Q sauce than spend an hour of so getting killed every time I find a new location. So what if you can save to disk! Looks to me like they just ran out of ideas for a more interesting storyline.

Personally, I didn't go a bundle on this one but if you liked *Space Quest*, you'll probably find something to enjoy in it. 3-D and movement

is a fair bit faster than the original (though the controls are still a bit fiddly now and then) and the parser's adequate. If you can stay alive long enough, there's plenty of puzzles to solve, but once you've died 56 times in the first half hour, does anybody really care?

Unless you're really into the *Space Quest* theme, take a long look at this before you fork out 20 quid. It may have nice presentation and a glossy box but when you get right down to it, it's just... well, your

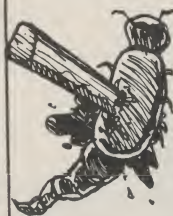
average lizard's toenail sort of romp. And who wants that, when you can sell a few buckets of snot for an extra fiver and buy a nice, shiny copy of Lucasfilm's *Zak McKracken* instead?

ATMOSPHERE	54%
PUZZLE FACTOR	65%
INTERACTION	50%
LASTABILITY	52%
OVERALL	51%

FAERY TALE ADVENTURE



Microillusions/Mediagenic, C64 £19.99 disk only



ou don't have to be a brilliantly intelligent gamesplayer (like me) with thousands of admiring fans (like me), to

know that there are some Amiga games which aren't ever going to translate that well to the 64. You know the sort of thing - *Starglider 2*, *Dungeon Master*, *Carrier Command* - and *Faery Tale Adventure*.

Come off it lads, you don't expect something which started life at about 50 quid and that got everyone shouting out state-of-the-art software left, right and centre, to go down as smoothly as a spot of gnome punch with extra lizard's entrails on the 64. It doesn't.

Anyhow, here's the low-down on the story. Julian, Philip and Kevin are three namby pamby spoilsport brothers who've insisted on ruining the life of a bunch of stinking ghosts, goblins and ghouls. What the brothers are after is a magical talisman and they're prepared to go out into the big bad world of lakes, castles, manors and settlements to get their cowardly custard hands on it.

The adventure is graphically displayed and you pick options, get objects, use magic, etc using either the mouse or a combination of joystick and keyboard.

Sounds OK so far? Yeah, well it would be if it weren't for the pretty basic graphics and the incredibly long and tedious disk-accessing time. Have they heard of data compression at Microillusions? Data compression, my foot! Even when you're just walking around samey ordinary grassland, there's a bit of disk access every 10 or 20 seconds and it takes about one minute of waiting around every time you walk in or out of a building.

Don't know about you, but I'd rather spend an afternoon washing my underpants (I only do that once a year) than waste any time slobbering over a hot jotick waiting for another little bit to load. Especially with graphics as flickery and indistinguishable as this. I mean, if you've got a graphic adventure, you should be able to see a bit more of an object than just a blob.

Apparently, there's an in-depth game behind all this. And if you can be bothered to get any way into it at all you deserve a presentation Chuck Vomit perseverance medal. Oh yeah - and if you've already wasted 20 quid on it - BAD LUCK. Hur, hur.

ATMOSPHERE	45%
PUZZLE FACTOR	69%
INTERACTION	60%
LASTABILITY	18%
OVERALL	23%



GADZOOKS! IT'S ZORK!!



Thought Infocom games only came out on disk didn't you? Thought you'd never ever get round to

playing it on cassette, did ya? Yeah well, you were wrong weren't you. Na na nya na na!

Yup. The first title in the Zork trilogy is now available (in slightly shortened form) on C64 cassette so all you tasty cassette owners out there can experience the wonders of an ancient underground

empire and search for the fabulous wonders of Zork. Magic!

Well, nearly anyway. Actually, the whole thing takes about 15 minutes to load in but once you've done that you'll be experiencing one of the greatest ZZAP! sizzling adventures of all time. If you haven't played it yet, and you're not bothered by the loading time, you could do worse than nip down to your nearest software shop and get hold of a copy for £9.99. Still think that's a bit pricey for such an old game - even if it is a classic...

PERUSE THE CLUES

More hot and hairy tiptles from a bunch of cuddly, guys. And the winner of the 30 quid software voucher iiiiiisssss - Nizam Ahmed of Middlesex. Fancy a gible, anyone?

KENTILLA: put the mirror to the cage to defeat the Karush.

SHERLOCK: the opium den is on Slater Street and Basil lives in Camden Street in London.

BARD'S TALE: to make lots of money, first save all the characters. Then delete all but one character and keep on creating more characters. Leave the Guild and give their dosh to the original character and delete them again.

MINDSHADOW: you need the hat and the shell from part one to complete part two (Atha, Atha and Halliwell).

ZZZ: use the bike by pushing it to the house to which the Sandman ran. Fire at bullseye on duck shoot and you're given a balloon. Jump out, fire and exit.

JACK THE RIPPER: tie the bed sheets together, tie to bed, lock door, open window, climb out.

FISH: find a dry route while the cast is cooling.

CORRUPTION: if you're going somewhere you might lose your possessions, put them in your car. There's an interesting conversation to listen to on Teresa's phone at 12.10 (Stephen Bate). **WASTELAND:** do not enter every tent. If the whole party is unconscious during a battle, just reboot. Do not visit Las Vegas unless you're very strong. The first place to visit is the rail nomads' camp, then go to Quartz.

ULTIMA V: the cities, keeps and shrines are in the same places as in *Ultima IV*. Don't steal food but fight for dosh, then buy food in Moonglow. In the chambers of Lord British, there's a magic carpet. Ask the owner of the Arms Of Justice in Yew for the resistance password. In every town, there should be someone who knows the password to the dungeons. You need an item from Empath Abbey to climb the mountains or you won't be able to complete the game.

JINXTER: burn the bread to keep your charm.

DRACULA: to deal with the dog, stand on the table, examine it and throw what you find.

CLEVER CONTACTS

Look after this lot and don't ring them in the middle of the night or you've had it - I'll kill you.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magic, Christophe Brassart, 67 rue de l'Abbe Lemire, S9200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka, John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69 Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker Nigel 'Nemesis' Richardson Tel: 01 360 8325

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only), Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Plan of Death David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Tracer Sanction, Wishbringer, Trinity, The Pawn. Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akryz, Quest for the Holy Grail, Zim Zala Bim, Island Adventure, Castle Dracula Paul Flanagan, 8 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Neverending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akryz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobayashi, Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorcerer of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Asiah (part one), Football Frezy, Velnor's Lair Hardy, 33 Fir Tree Drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall. Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, SubSunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz. Mario Moseller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasia I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, The Hobbit, Wishbringer, The Count, Rebel Planet, Sea of Blood, The Bard's Tale I and II, Jack the Ripper, Legacy of the Ancients, Frankenstein, Book Of The Dead, Temple Of Terror, Neverending Story, Deja Vu, Masters Of The Universe, Fourth Protocol Paul Shields, 35 Threshelford, Basildon, Essex, SS16 5UB.

Zork II, Gnome Ranger, Knight Orc (part one). Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Hitchhikers Guide To The Galaxy, Knight Orc, Dragon World, Ultima 3, Infidel, Starcross, Seastalker, Cutthroats, Deadline, Sorcerer, Suspended, Transylvania, Ultima I, II and III, Ulysses and the Golden Fleece, Witness, Planetfall, Crowley, The Count, Ghost Town, Morque, Strange Odyssey, Pirate Adventure, Pyramid Of Doom, Voodoo Castle, Adventureland, Mystery Funhouse, Mission Impossible, Sorcerer of Claymorgue Castle, Golden Voyage, Alice In Wonderland, Cyborg, Blade of Blackpool, Death in the Caribbean, New Adventure, The Institute, War Of The Sun, Masquerade, Mindwheel, King's Quest, Questron, The Wizard and the Princess. Richard Verity, 1 Beack Road, Motueka, Nelson, New Zealand. Tel: New Zealand (0524) 88660.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge. Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima II, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit. Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BLS 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail. Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III. Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NES 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Zala Bim, Cricket Crazy I. Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP.

The Hobbit, Seastalker, Trinity, Leather Goddesses, Bureocracy, Hitchhiker's Guide, Stationfall. Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos, Ingrid's Back, Hollywood Hijinx. Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magic, The Pawn, Twin Kingdom Valley. A Ridge, 4 Cornwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate, The Three Musketeers, Plundered Hearts. Steven Coomber, 6 Maysfield Close, Portishead, Bristol. BS209RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobayashi Naru, Sherlock. William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland. EH30 9NA

Corruption, Tass Times in Tonetown, King's Quest III. Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ. Tel: 0530 415103 (5-10pm)

Zzzz, Kentilla, Seabase Delta, Token of Ghall, Pirate Adventure, Voodoo Castle, Spacy Odyssey, Buckaroo Banza, Redhawk, Kwah, ColossalAdventure, Dungeon Adventure, Impossible Mission, Adventureland, Lord of the Rings, Labyrinth, The Count, Rebel Planet, Sea of Blood, The Bard's Tale I and II, Jack the Ripper, Legacy of the Ancients, Frankenstein, Book Of The Dead, Temple Of Terror, Neverending Story, Deja Vu, Masters Of The Universe, Fourth Protocol Paul Shields, 35 Threshelford, Basildon, Essex, SS16 5UB.

Zork II, Gnome Ranger, Knight Orc (part one). Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Hitchhikers Guide To The Galaxy, Knight Orc, Dragon World, Ultima 3, Infidel, Starcross, Seastalker, Cutthroats, Deadline, Sorcerer, Suspended, Transylvania, Ultima I, II and III, Ulysses and the Golden Fleece, Witness, Planetfall, Crowley, The Count, Ghost Town, Morque, Strange Odyssey, Pirate Adventure, Pyramid Of Doom, Voodoo Castle, Adventureland, Mystery Funhouse, Mission Impossible, Sorcerer of Claymorgue Castle, Golden Voyage, Alice In Wonderland, Cyborg, Blade of Blackpool, Death in the Caribbean, New Adventure, The Institute, War Of The Sun, Masquerade, Mindwheel, King's Quest, Questron, The Wizard and the Princess. Richard Verity, 1 Beack Road, Motueka, Nelson, New Zealand. Tel: New Zealand (0524) 88660.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge. Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Neverending Story. Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.



"HEY YOU LOT!"
DID THINGIE
INSULT ME?

YES!

READERS VOICE!



"OH NO!"
THIS CAN UP
NOW
WAKE!
ABAAA!

5-4-3-2-1... Classifieds ARE GO!

Please note that as of this issue we have been forced to remove our SWAPLINE section and any advertising in connotation with swapping, in whichever classified section, **PEN PALS** and **USER CLUBS** included. We also retain the right to exclude ads which could lead to copyright infringement, ie. software pirating or which in our eyes are morally unacceptable. All excluded ads will be returned to the advertiser.



WANTED

WANTED: Ultima I, Ultima II, Ultima III, Wizardry I, Wizardry II, Wizardry III, Demon's Winter, Questron I, Times of Lore, Kayden Garth, Earth Orbit Station, Deathlord, Phantasie I, Phantasie II, Phantasie III, Bard's Tale I, Bard's Tale II. Good prices paid! Ring Roland 01 250 1910 (disk only).

WANTED: These old games, Galaxy by Anirog, Clone of Galaga arcade game, Blue Max and MRDO or Arcade Classics. Contact: A. Smith, 7 Bangor Walk, St. Annes, Notttingham NG3 4FS. Must be originals and cassettes.

Vic 20 - Dean! You rang about your Vic 20 cartridges, please ring back, I really need Astro Blitz and A.E. desperately. Ring 01 751 5913. Thanks alot Dean and ring soon!

C64 original copies of: Professional Adventure Writer, The Quill (with Ram save), Artist 64, disk or tape. Disk preferred, will pay in any currency. Write to: Mario Moeller, 38 Greenvale Drive, Greenvale, Victoria, 3059 Australia.

Grovel, Grovel, Beg, Beg!! Needed urgently is a C2N datasette, for old C64. Games won't load anymore (Sob, Sob). Will swap for games etc. or pay up to £15. Call Peter 0734 571497 after 5pm.

WANTED!! Latest pic linkers, intro makers, intro impacts, demo creators, letter writers, demos, in fact anything interesting. All replies answered and disks returned, guaranteed. Smiffy, 64 Newlands Park Grove, Scarborough, N Yorks YO12 6PT.

Help, I need new contacts. C64 and disk drive idle. Send disks for quick reply. Tony Bellamy, 62 Houtton Road, Bolsover, Chesterfield, Derby S44 6SG. Will swap latest stuff for mouse, cassette recorder what have you?

VIC 20 games wanted, will swap for C64, Amiga games or cash, especially Audiogenic games wanted. Phone Paul on 01 751 5913 Chop Lifter and Astro Blitz wanted mostly.

"I'M VIRAL AND I'M GREAT!"



FOR SALE

Atari 520 ST FM with 1 meg drive, over £400 worth software plus accessories, 2 demos, word processor, joystick, mouse etc. Excellent condition, bargain at £350. Tel: (0533) 730745 after 6pm ask for Mobin.

C64 software for sale. Titles include Operation Wolf, Konami's Coin-Op, Blockbusters, Sentinel. All in excellent condition with all packaging. Worth over £195. Over 60 titles only £55 inc. P+P. Call (092572) 8675 after 7pm and ask for Ian.

For sale: over £200 of cassette software, some great gear here inc. Que-dex, Street Fighter, Predator + lots more. Will sell for £150 ono. Contact: Park Lane, 6 Newry Road, Bel-leeks, Newry, Co Down. Phone (0693) 878695.

Commodore 64C, C2N, cassette games approx. 120 including Simons Basic Cartridge 14 Months old, all worth £350, sell for £160 ono. Phone Marlon on 01205 3537.

CBM64, recorder, joystick and over 230 games including Armalyte and Last Ninja 2 plus VIC 20, 35 games and 16K Ram Pack worth over £700. Sell for £600 ono. Phone Mark after 4.30pm 04574 68351.

C64, C2N, joystick, mags, £330 worth of games including Armalyte, Operation Wolf, IK+, Nebulus, Barbarian 2 + others, worth over £500, sell for £199. Phone 0749 5340 after 4.00pm ask for Chris Stokes.

CBM64, C2N cassette, 1541 disk drive, lots of flight simulations and software inc. Flight Sim. II, Comp. Pro Joystick. The lot for £240.00 or best offer. Tel: Gerrards Cross 884631 ask for Hans.

Commodore 128 for sale, excellent condition, loads of disks, games, bits & bobs £200 ono. Well worth buying, ring Eton 867775 after 2pm and ask for John the Chef. Don't miss this offer, genuine reason for sale.

Amiga games Hunt for Red October, Battlechess, Starwars, Time and Magik all £10. Peripherals, Amiga Stereo System £15. T.V. Modulator £15. Cheetah S/Fighter joystick £10. Printer stand £5. Telephone: 0722 790776 Salisbury, Wilts after 6pm w/days.

Printer, MPS 1000 dot matrix hardly used. IBM compatible, in the shops £350, will sell for £300. 10 FREE games with quick sale. Contact: Chris Brown, 9 King Lane Cottis, Over Wallop, Hants. SO20 8JF, Tel: (0264) 781804.

C64C, 1571 (hardly used), C2N, Action Replay MkIII, Diskmate II, disk notcher, 3 joysticks, lightpen, 2 diskboxes, 250 disks, 600+ games: - Operation Wolf, books, mags + more. Worth £1500, sell £375. Phone (020630) 5593 NOW!

Commodore 64 in slimline case complete with Action Replay Mk5 cartridge, mouse, tape deck, two joysticks, user manuals plus over £200 worth of games. £199 ono. Tel: 0993 882220 (Oxford).

Commodore 128, boxed as new, two datasettes, tape copier, 100+ games, Simons Basic, Intro Basic Part 1 & 2, two joysticks, paddles, magazines. £250 ono. Tel: Newton Abbot (0626) 63438 evenings.

CBM64, Vic 20 computer, disk drive, two C2N's, Freeze Machine, Music Expansion System £500+ software including Driller, SEUCK, on tape and disk for Vic20 and CBM64. Original boxes, sell for £400. Telephone Medway (0634) 220573 (evenings).

C128, two datacassettes, over £175 worth of software, Prog's Ref. Guide, magazines. Boxed, under manufacturers' guarantee, worth over £475, bargain at £200 ono. Contact: John Prudhoe, 8 Bondfield Gardens, Gateshead, NE10 8TY.

CBM 128/64, 1570 disk drive, games on disks, any C2N cassette, joysticks and usual extras, excellent condition + new power supply. Quick sale £275 ono. Phone: Gary on 01-954 5533 evenings and weekends.

C64, Excelerator disk drive, 45+ disks, disk box, MPS801 printer and paper, ribbons, C2N cassette deck, joysticks, Action Replay Mk5, £500+ of original software, utilities, books, manuals, magazines, £420. Phone Darren (021) 384 2319 Birmingham.

C128, 1541 drive, printer plotter, 2 datasettes, 5 octave organ, 300 disks, 300 games disks + cassettes, Expert Cartridge, double tape back-up, sound expander, paddles + cartridges, over £1400, sell £500. Ring Claire (0427) 610006, Gainsborough, Lincs.

Disk drive, CBM 1541 + 1520 printer + speech synth + loads of games on disk + tape. Bargain at £150. Tel: Simon after 6pm on 0480 51275.

CBM64, 1701 colour monitor, 1541 disk drive, Binatone data recorder, communications modem, Action Replay Mk III cartridge, games on cassettes and disks, £250 ono. Phone (0753) 32942 after 5pm.

C64, brand new joystick, datasette, manual, 50 great games including SEUCK, IK+, FM2, Skate or Die, Nebulus, Bionic Commando, ATF, Bard's Tale and Buggy Boy. £200 ono. Contact Andrew on (0732) 75 474. QUICK! Worth £350.

C64, tape recorder, joystick, £50 of mags and £380 of games including Tiger Road, Ikari Warriors, Impossible Mission 2, for only £220 ono. Phone Leeds (0532) 525947 ask for Darren

C64 with disk drive, 100 games on disk, printer plus loads of paper, 2 joysticks, Mark IV cartridge cassette deck, 300 games on tape. Phone Dean (after 5pm) on 01 531 4573. Cost £2000, sell for £400.

Amiga 500, one month old, nineteen games includes Pacmania, Speedball, Rocket Ranger, Sword of Sodan value £910 sell for £425 ono. Contact Mark on Glossop 04574 64580. Quick sale needed, bargain not to be missed.

CBM64, tape deck, 1541 disk drive, 1702 colour monitor, disk cartridge, joysticks and over 200 games. All in excellent condition, only £400. Phone: Worthing (0903) 505536 ask for Martin.

CBM 64, datasette, joystick, mags and over £800 worth of original software, mostly new titles including Batman, Armalyte, Last Ninja 2, Microprose soccer, worth over £1100 will sell for £230 ono. Phone Danny 01698 3254.

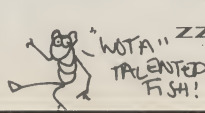
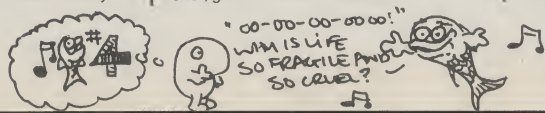
CBM64, 1541, printer, 2 datacassettes, 2 cartridges, joystick, about 500 programs, disk box, over 100 disks, books, mags, dust cover, Music Maker, doubler. Phone Craig on Southampton 601110 after 5.30pm. £350.

C128D, 1541 disk drive, C2N, light pen, two joysticks, Action Replay Mk V, many games, mint condition, manuals. Bargain £280. No offers. Tel: 041 887 8840 after 6pm.

C64, 1541 drive, cassette, Music Maker final cartridge, over 300 games mostly disk inc. P.S. Fighter, Airborne Ranger, Def. Crown, books, mags, 3 disk boxes, utilities, filing system £260 ono. Phone Brentwood (0277) 811402 evening.

CBM64, 1541 disk drive, datasette, Expert cartridge, freeze button etc., £300 worth of games, everything in good condition - Bargain at £450 - Phone 0845 597631 ask for Keith. What are you waiting for!

"I'M SO SPARKY AND I'M THINKING!"





C64 software worth over £1000 for just £200, includes Platoon, Outrun and many more old and new. Phone 0883 715526 before 3rd April or after 18th April.

CBM 128, 1570 drive cassette deck, sound expander, sound sampler, music keyboard, £500 worth of software, many programs on disk, 20 blank disks all boxed as new. £680 ono. Phone Burnham (06286) 63417 evenings.

C64C, datasette, 2 joysticks, paddles, over £700 software all originals. Music Maker Two, magazines, all boxed in mint condition. Worth over £850, very quick sale required thus only £165 ono. Phone (0903) 883029 Sussex.

C128, 1541 disk drive, MPS801 printer, C2N datasette, 80 col green monitor, Superscribe 128, Superbase 128, Music Maker 128, all manuals and leads £350 the lot. 111 Barn Lane, Golborne, Warrington. Tel: (0942) 718192.

CBM64, 1541 disk drive, C2N datacassette, joystick, Trilogic replay, DolphinDOS system fitted, games, many latest titles and utilities, 75 blank disks + boxes, worth £2000+. Quick sale £500 ono. Tel: Dunstable (0582) 607858 after 6pm.

CBM 64, C2N datacassette, joystick, over £800 of original software. Quick sale £350 ono. Tel: Bedford (0234) 64764 after 6pm.

SALE!! Add to your collection of C64 games, over 40 quality games cassettes + 4 Rom cartridges inc. Robocop, Aliens, Silent-Service, also mail label software. Package cost £29.95 the lot £40. Alex 01 538 3062.

Sega Master System, 6 games, 2 joysticks, manuals, power pack, TV, leads, boxed as new, £125. Ring Colchester 573146.

CBM 128, 1541 disk drive, 100 plus games disks, full octave keyboard, Music Expander, sell for £280 ono. Phone Clint 061 273 4056 after 6pm.

C64, C2N, 2 joysticks, £150 worth of games including Last Ninja II, Return of the Jedi, Skate or Die, £20 complete with computer table, £160. Tel: (061) 728 2923 after 6pm.

Slimline C64, datasette, Expert Cartridge, arrow + cartridge, many books, mags etc. £250 of good software. Worth £500+. Bargain for £300 ono. Tel: (0298) 3952 after 6pm. Will send you a complete list.

CBM64 with new C2N cassette, 150 original games, two joysticks, quick sale £250. Phone Peter 01 476 9726 after 6pm Monday to Friday.

CBM64, disk drive, cassette, Final cartridge 4Pro, mouse, joysticks, Music Maker, loads of software on disk, cassette and cartridge, programmers book i.e. Machine Code, Basic plus many more, mags, plus extras, disk box, cassette case, £300 ono. Tel: 0782 518994.

C64C, 1541 drive, MPS801 printer, C2N deck, 130+ disks with box (loads of games), final cartridge, two Expert cartridges, joystick, 100+ tape/20+ disk originals, books, mags, utilities. Offers to Nick on 01 871 3314 after 6pm.

C64, 1541 disk drive, printer, sound expander, C2N, Expert cart., freeze machine, mouse, light pen, speech synth, £300 disk software, £250 tape software. Worth £1200, sell for £400 ono, still boxed. Ring 0773 718931 Notts, England.

C64 and dust cover, 1541 drive, graphpad, datasette, Pro 5000 joystick, £600 games, disks including educational and books. Sell for £375 or vno. Phone (07048) 70359 after 5pm please.

Attention! C64, datasette, dustcover, 50+ games (many recent), music synth., intro to basic software and manuals, two disk boxes, £150. Tel: 021 744 7063. Make my day, phone now!! (good condition, get dialing).

CBM 64, 1541C disk drive, Action Replay Mk4, backup cartridge, tape deck, joysticks, £350+ of games, tape and disk + many programming books, worth £750+, sell for £350 ono. Tel: (0636) 812036 after 6pm, Southwell, Nottinghamshire.

CBM64C, C2N, 2 joysticks, over £970 worth of software, latest titles, R-Type, Robocop, Armalyte, Op-Wolf, and Microprose Soccer and many more, 102 mags, altogether worth £1300, sell for £450 ono. Phone 01 368 4965 ask for Andros.

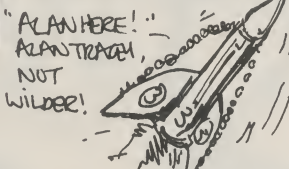
Commodore 128, disk drive, word processor, database, paint, operating system, over £200 of games on disk and tape and many more accessories. Total value £1250. Great bargain at £399 ono. Phone 0843 602188, everything in excellent condition.

C64 slimline, 1541 drive, colour monitor, dust covers, Expert, 2 joysticks, manuals, books, over 40 blank disks plus boxes, utilities + games (approx 70) many recent titles; LED Storm, Tiger Rd, etc. worth £1100 - accept £500.

Commodore 64 new model, 1541C drive, cassette recorder, back up board, joystick, Action Replay MkV and disk mate cartridges, 70 games on disks, will sell lot for £300.00. Phone Tissa, Colchester (0206) 864262 evenings.

C64C, C2N, £350 games, joystick, Neos mouse, all original!!! Competition Pro Extra, games include S.E.U.C.K., The Sentinel, Taito Coin Op Hits, Worth £600 sell for £275. Phone Jason 01 741 1741 after 4pm, QUICK!

Amazing CBM64 + datasette, 30 blank tapes, 3 joysticks, £400 software, Ninja 2, Robocop, DT Challenge, Giana, mags + manuals + Music Maker, word processor, worth £750, yours for ONLY £250 ono, £230 if reply by MAY. Danny 01 699 5792.



PEN PALS

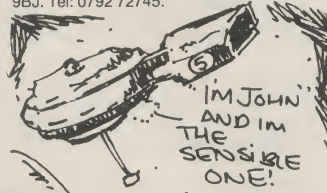
WANTED: Amiga/C64 contacts disk or tape, 100% reply, beginners welcome. Send list/disk to A. Dunwoody, 7 Haddon Croft, Halesowen, West Midlands B63 1JQ

Amiga + 64 contacts wanted! Send to: Andy, 17, Well Close, Northway, ewkesbury, Glos. GL20 8RS or phone (0684) 298778. All letters answered. Disks get priority. Write now!



USER GROUPS

64/128 users. A new computing club has just started. We publish a bi-monthly magazine packed with new, reviews, hints, discounts etc. For further details contact: WCA, 295 Peniel Green Road, Llanamlet, Swansea SA7 9BJ. Tel: 0792 72745.



MISCELLANEOUS

Graphdraw can draw or design your graphics to perfectly fit the games you're doing. For more information send SAE to Graphdraw, 18 Easterly Square, Gipton, Leeds, LS8 3PN **GCSE's?, A-Levels?** or just school exams. Trev's study tips will help you get better results. These professional methods have been scientifically proven to work. Send £2 + SAE to T. Owen, 35 Hillfield Avenue, Morden, Surrey SM4 6BA.

Reset switch, plug this handy little gadget into your C64 and press the button, then enter those pokes from magazines etc. Send £2.00 P.O. to: O. Jones, 61 Hendre Farm Drive, Ringland, Newport, Gwent NP9 9LH.

Interspace PBM, starships, exploration, diplomacy, commerce, colonisation, alien encounters, governments, federations, empires, missions, invasions, rescues, dozens of warfare types and more... Startup (£2.50) includes two free turns. (Payable L. Deniz), Dreadmail, 20A Warlock Road, London, W9 3LR.

World of Sport Quiz League, try and be League champions. Many trophies and cash prizes to be won. We also have a specialist cup competition. SAE to W.O.S.Q.L., 3 Old Church Street, Aylestone, Leicester LE2 8ND.

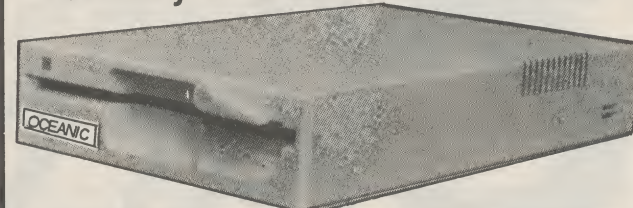
Evesham Micros

All prices include VAT/delivery

OCEANIC OC-118

NOW WITH NEW 'JIFFY DOS'!

Previously sold as 'Excelerator Plus'



A superb package representing extremely good value for money, combining the Oceanic OC-118 disk drive (previously sold as 'Excelerator+') and the sophisticated GEOS system. Said by COMPUTE's Gazette to have "dramatic improvements over the 1541 in quality and reliability", the drive is a stylish and attractive compact unit featuring a direct drive motor and its own external power supply. GEOS brings the power of a graphic interface and integrated disk turbo to your '64 and includes geoPAINT, a graphic workshop, geoWRITE, a WYSIWIG word processor and many Desk Accessories. Many more extensions available - see below.

Oceanic OC-118 & GEOS £129.95

Oceanic OC-118 & GEOS plus Freeze Machine £149.95

GEOS Applications

GEOS 64	£24.95	GEOPUBLISH	£32.95
GEOFILE	£24.95	GEOPROGRAMMER	£32.95
GEOCALC	£24.95	GEOS 128	£32.95
DESKPACK+ 64/128	£21.95	GEOWRITE	£32.95
GEOWRITE WORKSHOP	£24.95	WORKSHOP 128	£32.95
FONTPACK+ 64/128	£16.95	GEOCALC 128	£32.95
GEOSPELL	£16.95	GEOFILE 128	£32.95

SPECIAL OFFER AMIGA PACK

Our new special offer pack includes the following:

- ★ Amiga 500 computer
- ★ TV Modulator
- ★ Mouse & Mouse mat
- ★ Joystick
- ★ Photon Paint
- ★ Karate Kid II
- ★ Goldrunner
- ★ Grid Start
- ★ Demolition
- ★ XR 35
- ★ Atax
- ★ Las Vegas
- ★ plus five disks of public domain s/ware

The total retail value of extras supplied is £270.45.

Only £399.00 including VAT and delivery

ATARI® 520 STFM SUPER PACK

Including 520 STFM with 1 MEG drive, over £450 worth of software, joystick, mouse, manuals and 5 disks of public domain software.

Software supplied includes:	Marble Madness	Test Drive	Chopper X
	Beyond Ice Palace	Buggy Boy	Flanarama
	Thundercats	Quadrailen	Starquake
	Summer Olympiad	Xenon	Genesis
	Arkanoid II	Wizball	Black Lamp
	Eddie Edwards Ski	Seconds Out	Thrust
	Ikari Warriors	Zynaps	Organiser Business S/ware

Only £339.00 including VAT and delivery

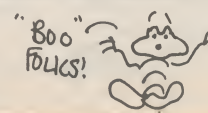
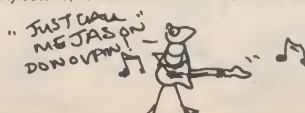
While stocks last!

How to order

All prices VAT/delivery inclusive
Express courier delivery £5.00 extra
Send cheque, P.O. or ACCESS/VISA details
Phone with ACCESS/VISA details
Govt., educ. & PLC official orders welcome
All goods subject to availability E.&O.E.
Open to callers 6 days, 9.30-5.30
Tel: 033294 Fax: 0386 765354

Evesham Micros Ltd
63 Bridge Street
Evesham
Worcs WR11 4SF
Tel: 0386 765500

Also at: 1762 Pershore Rd., Cotteridge, Birmingham, B30 3BH Tel: 021 458 4564



SCORELORD



720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Philip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensfield, S Australia

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
210,500 Ian Taylor, Wollongong, Australia
148,200 John Flower, Victoria, Australia

ARKANOID II - REVENGE OF DOH (Imagine)
437,140 Keith David Boones Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
59,672,200 Col & Ginny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billencay, Essex
34,241,300 Philip Burns, Mackam, Sunderland

BARBARIAN (Palace)
1,100,250 Adrian Brooks, Lichfield, Staffs
518,900 Spiro Harvey, Wellington, New Zealand
452,200 Martin Kelsey, Dore, Sheffield

BARBARIAN II (Palace)
269,000 John Turkington, Carrickfergus, N Ireland
279,950 K Mackray, Marsa, Malta
246,000 Alex Shaw, Worcester, Worcs

BATTLE VALLEY (Rack-It)
1,990,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
1,849,000 Darren Brookes, Long Eaton, Notts

BEAT IT (Mastertronic)
1,350,070 Peter Samson, Victoria, Australia
813,510 Dean James, W Bromwich, W Mids
794,110 Johnny Marr, Peckham, London

BIONIC COMMANDO (Go)
1,352,820 Marc Spence, Leeds, W Yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,120,420 James Kent, Ware, Herts

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembroke, Wirral, Merseyside
8,670,790 Anthony Melarangi, Runcorn, Cheshire
8,215,420 Simon Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,840 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonathan Dood, Parklands, Northampton

COMBAT SCHOOL (Ocean)
447,920 Suhail Kiani, Rawalpindi, Pakistan
375,430 Mark Fontana, Burton-on-Trent, Staffs
325,980 Mark (The Circus), Swindon, Wilts

COSMIC CAUSEWAY (Gremlin Graphics)
998,713 Dale Miller, Peterborough, Cambs
994,123 Ben Johns, Penzance, Cornwall
887,460 Gavan Flower, Wallisbee, Australia

CYBERNOID (Hewson)
138,875 Wayne Fowler, Basildon, Essex
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece

DARK SIDE (Incentive)
6,130,726 Kuddy Bix, York, N Yorks
5,764,176 David Pehyt, Wakefield, W Yorks
3,608,450 Justin Moy, Crawley, Sussex

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kuddy Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

GREAT GIANA SISTERS (Go/Rainbow Arts)
94,710 Richard Ramsey, Gilmerton, Edinburgh
92,475 Andrew Rawley, Billencay, Essex
91,044 Lars Andresen, Broens, Denmark

GRYZOR (Ocean)
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Croydon, Surrey

GUNSHIP (Microprose)
2,802,200 Richard Lunn, Leeds, W Yorks
327,670 Paul Köster, Olpe, Germany
325,390 Matt Heaton, Berkhamstead, Herts

HAWKEYE (Thalamus)
2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Jonathan Green, Peterborough, Cambs
2,456,250 Casey Gallacher, Calcot, Reading

HUNTER'S MOON (Thalamus)
631,475 Richard Mellor, Cannock, Staffordshire
623,550 Colin Fulton, Ayr, Scotland
618,450 Lee Laurensen, Lerwick, Shetland

IKARI WARRIORS (Elite)
381,700 Neil Head, Stourbridge, W Mids
379,400 Peter Stevens, Yeovil, Somerset
358,100 Nick Frere, Doncaster, S Yorks

IMPOSSIBLE MISSION II (US Gold)
112,100 Ian Taylor, Wollongong, Australia
109,700 Neil Head, Stourbridge, W Mids
108,600 Peter Srodecki, Dunstable, Beds

INTERNATIONAL KARATE+ (System 3)
565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middx

IO (Rainbird)
1,200,170 Jeremy Dagder, Adelaide, S Australia
609,570 Brunel Francesco Tagliamento, Italy
496,290 Nick Kennedy, Gunnislake, Cornwall

LAST NINJA 2 (System 3)
764,760 Louis Polycarpou, Edgeware, Middx
406,440 Lee Knowles, Halifax, W Yorks
407,230 Kevin Wong, Runcorn, Cheshire

MEGA APOCALYPSE (Martech)
211,730 Peter Clarke, Hartlepool, Cleveland
204,340 Richard Ramsey, Gilmerton, Edinburgh
197,260 Liam Dysrant, Harrington Square, London NW1

MORPHEUS (Rainbird)
3,672,130 Paul Woods, Wallasey, Merseyside
1,321,485 Richard Pembroke, Wirral, Merseyside
1,266,774 Zap Treeby, Brixham, Devon

NEBULUS (Hewson)
216,830 Michael Garnett, Hatfield, Herts
201,240 Matthew Moriarty, Hurst Green, E Sussex
166,370 Edward JD Jackson, Leeds, W Yorks

OPERATION WOLF (Ocean)
355,550 Adrian Brooks, Lichfield, Staffs
250,400 Nicky Lambert, Ilford, Essex
245,700 Jim Smith, Consett, Durham

OUT RUN (US Gold)
95,842,240 Martin Lear, Huddersfield, W Yorks
92,129,800 Mark Crosshwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx

PAC-LAND (Quicksilver)
891,410 I Strong, Twickenham
614,950 Jake E. West Bromwich, West Mids
563,750 Simon Cole, Chelmsford, Essex

PLATOON (Ocean)
1,162,100 Liam Dysrant, Harrington Square, London NW1
1,060,800 David Pocock, S Croydon, Surrey
1,010,650 Jeremy Webb, Blandford, Dorset

PROHIBITION (Infogrames)
\$30,260 Robert Pascoe, Truro, Cornwall
\$26,250 Stuart Wannop, Accrington, Lancs
\$22,135 Sebastian Stephen, Victoria, Australia

PROJECT STEALTH FIGHTER (Microprose)
518,970 JA Moore, Margaret River, W Australia
127,250 Sue Barlow, Guisley, W Yorks
91,230 Gijbert Griffioen, Lelystad, Holland

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
3,486,190 Webby, Chorley, Lancs
2,470,584 Marc Hodge, Selby, N Yorks

ROAD BLASTERS (US Gold)
2,015,460 Paul Rush, St-Leonards-on-Sea, E Sussex
1,929,830 Neil White Craigentinny, Edinburgh
1,801,190 David Neville, Brentwood, Essex

ROAD RUNNER (US Gold)
3,009,456 RA Alessie, Rotterdam, Holland
2,844,800 Wendy Hickley, Liverpool, Merseyside
1,022,100 Jason Faulkner, Cottesmore, Leics

ROLLING THUNDER (US Gold)
4,474,735 Casey Gallacher, Calcot, Reading
4,035,220 Ian Taylor, Wollongong, Australia
730,520 Kelvin Clegg, Hayle, Cornwall

SALAMANDER (Imagine)
341,695 Simon 'Ace' Poots, Dromore, Co Down
255,100 Daren Burke, Romford, Essex
245,755 Ashley Arnold, Victoria, Australia

SAMURAI WARRIOR (Firebird)
1,827 Wayne Fowler, Basildon, Essex
1,445 Tim Haines, Basildon, Essex
854 Richard Granville, Heshunt, Herts

SKATE ROCK SIMULATOR (Mastertronic)
395,050 Stephen Bambrugh, Heaton, Newcastle
Upn Type
326,380 Brian Hambley, Prescott, Merseyside
294,270 Martin Lear, Huddersfield, W Yorks

SLAMBALL (Americana)
19,635,920 Dean Betts, Edenbridge, Kent
15,943,250 Daniel Luke, Houghton-Le-Spring, Durham
13,460,320 Richard Tatterton, Holgate, York

SLAP FIGHT (Imagine)
803,425 Viliya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
756,450 Richard Ramsey, Gilmerton, Edinburgh

SPORE (Mastertronic)
969,100 Neil White, Craigentinny, Edinburgh
964,960 Matthew Holdaway, Coulsdon, Surrey
955,460 Terry Redfern, Buxton, Derbys

STAR PAWS (Software Projects)
848,223 Roy Masson, Worthing, West Sussex
693,378 Kriss, Northolt, Middx
647,226 Matthew Smith, Warrington, Cheshire

TARGET RENEGADE (Imagine)
436,700 Briar Crossley, Leeds, W Yorks
426,7Neil Maudling, Whitehaven, Cumbria
340,900 Daniel Carroll, New Malden, Surrey

TETRIS (Mirrorsoft)
78,886 Stuart Scattergood, Deeside, Clwyd
73,359 J Tillotson, Halifax, W Yorks
40,455 Ian McLeary, Peshaw, Houghton-Le-Spring

THING BOUNCES BACK (Gremlin Graphics)
8,875,496 Tim Smith, Nr. Nantwich, Cheshire
3,949,835 Casey Gallacher, Calcot, Reading
3,769,925 Alan Wescombe, Swindon, Wilts

THUNDERCATS (Elite)
3,046,150 Robert Kisby, Horncastle, Lincs
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,639,700 Warwick Hunt, Huddersfield, W Yorks

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

TRAZ (Cascade)
274,775 Simon Pile and Richard MacCall, Yatton, Bristol
176,470 John Glynn, Newcastle, Staffs
94,250 Kriss, Northolt, Middx

URIDIUM+ (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

ZENJI (Firebird)
84,253 Lisa O'Halloran, Victoria, Australia
66,250 Mark Crosshwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants

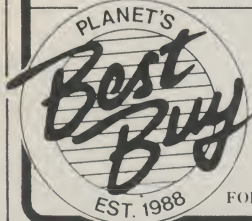
ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheshire, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guildford, Surrey
397,950 Marios Stylianides, London, SW16

ZYNAPS (Hewson)
1,093,200 Michael Collins, Castle Rea, Co Roscommon
398,850 Steve Lee, Guildford, Surrey
288,500 John Farrow, Barrowford, Lancs

The Instant Catalog

COMMODORE 64	Cass	Disk	COMMODORE 64	Cass	Disk	COMMODORE 64	Cass	Disk
10 Computer Hits Vol 5...	8.75	11.45	G Lineker's Superskills...	7.45	10.75	Puffy's Saga	7.25	10.25
10 Great Games Vol 3...	9.99	11.99	Game Over II...	6.50	8.95	Question of Sport	9.50	12.50
4 Soccer Simulators	6.50	9.25	Game, Set & Match 2...	8.75	11.99	P-type...	6.45	9.99
ADAD Pools Of Radiance...	N/A	17.99	Games: Summer Edition...	9.99	11.99	Back 'Em	7.26	10.25
Afterburner	6.45	9.99	Giants	9.99	11.99	Bambo III	6.45	9.99
Alien Syndrome	6.45	9.99	Go Crazy	10.50	12.99	Red Storm Rising	9.99	12.99
Analyste	6.45	8.75	Gold Silver Bronze	9.99	11.99	Return of the Jedi	6.45	8.75
Artura	6.95	10.99	Guerrilla War	6.45	9.99	Rex	7.25	10.25
Barbarian II	6.45	8.75	Gunsbui	9.99	12.99	Risk	8.25	10.75
Batman - Caped Crusader	6.45	9.45	Hawk Eye	6.45	8.75	Robocop	6.45	9.99
Better Dead than Alien	6.50	9.50	Hellfire Attack	7.25	10.25	Boy of the Hovers	7.45	10.75
Beyond the Ice Palace	6.45	7.99	History in the Making...	17.99	21.99	SDI	6.95	10.99
Bionic Commando	6.95	10.99	Impossible Mission II...	6.45	9.99	Savage	6.45	8.75
Black Tiger	6.95	10.99	In Crowd Compilation	8.75	11.99	Serve and Volley	7.25	10.25
Booburial	6.45	8.75	Ingrid's back	9.99	9.99	Shoot'em-Up Const. Kit...	9.99	12.50
Butcher Hill	6.95	10.95	Intensity	6.45	8.75	Skateball	7.25	10.25
Captain Blood	6.45	9.99	Iron Lord	8.95	11.50	Space Ace	10.75	12.75
Caveann Ugh-Lypics	7.25	10.50	Karate Ace	10.50	11.99	Spitting Image	6.45	8.75
Command Performance	9.99	10.75	LED Storm	6.95	10.99	Sports World 88	9.99	10.99
Crazy Cars 2	6.50	9.50	Lancelot	9.99	9.99	Star Ray	8.25	9.50
Cybernoid II	6.45	9.99	Last Ninja 2	8.75	9.99	Star Trek	6.75	8.50
Daley's Olympic Challenge	6.45	9.99	Leader Board Par 4...	10.99	12.99	Strip Poker II Plus	5.25	6.45
Dark Fusion	6.95	8.95	Live and Let Die	6.45	8.75	Summer Olympiad	6.50	9.50
Dark Side	6.45	8.75	Maria Whittaker's Big Box	6.45	8.99	Superman - Man of Steel	6.50	9.50
Deep	7.45	10.75	Mega Games Vol 1	9.99	10.99	Supreme Challenge	8.75	11.50
Double Dragon	6.50	9.99	Megaplay Vol 1	6.45	N/A	T.K.O.	7.25	10.25
Dragon Ninja	6.25	9.95	Menace	6.75	12.95	Taiko Coin-op Hits	9.99	12.99
Dynamic Duo	6.45	8.75	Wickey Mouse	6.45	9.99	Techno Cop	7.45	10.75
Echelon	9.99	10.99	Microprose Micro Soccer	9.95	12.99	Thunder Blade	6.95	10.99
Elwyn Hughes Int Soccer	6.45	8.75	Wind Fighter	9.99	12.99	Tiger Road	6.95	10.99
Exploding Fist Plus	6.45	8.75	Mini Golf	6.45	9.99	Times of Lore	6.45	8.75
F-16 Combat Pilot	9.99	12.99	Motor Massacre	7.45	10.75	Total Eclipse	6.45	8.75
F-19 Stealth Fighter	9.99	12.99	Muncher	7.45	10.75	Tracksuit Manager	6.45	N/A
Fists 'N' Throattles	8.75	9.99	Munsters	6.45	9.99	Trivial Pursuit AMB	9.99	12.99
Flight Ace	10.99	12.99	Neuroancer	N/A	11.99	Turbo Cup	6.50	9.99
Foothall Manager 2	6.45	9.99	Nigel Mansell Grand Prix	7.25	8.95	Typhoon	5.99	8.75
Foxr Fights Back	6.45	8.75	Night Raider	6.45	9.99	Ultimate Golf	6.95	10.99
Frank Bruno's Big Box	8.75	9.99	Operation Wolf	6.45	9.99	Victory Road	5.99	8.75
G Hero	6.45	8.75	Overlander	6.45	7.95	We are the Champions	9.99	10.75
G Lineker's Hot Shot	7.45	10.75	Pacmania	6.45	9.99	Weird Dreams	9.50	12.50

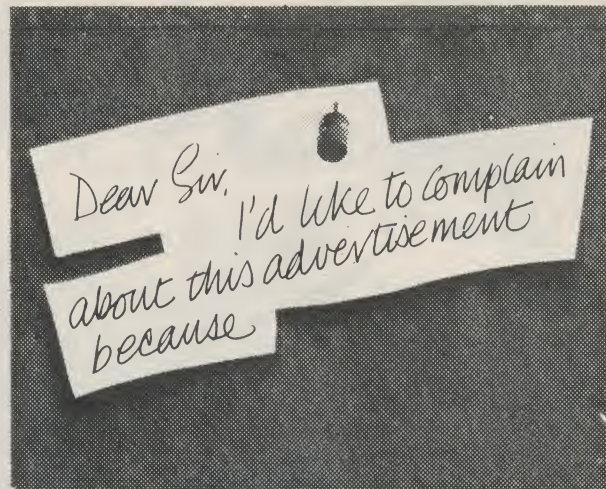


INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.



0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.



Most advertisements are legal, decent, honest and truthful. A few are not, and, like you, we want them stopped.

If you would like to know more about how to make complaints, please send for our booklet: 'The Do's and Don'ts of Complaining'. It's free.

The Advertising Standards Authority.

We're here to put it right.

ASA Ltd, Dept. Z, Brook House, Torrington Place, London WC1E 7HN

This space is donated in the interests of high standards of advertising

24 HOUR

COMMODORE 64 REPAIRS AND SPARES

TELEPHONE
04574 66555
04574 67761
04574 69499

OR BRING IT IN TO US FOR WHILE-YOU-WAIT REPAIRS - AROUND ONE HOUR

MANCHESTER CITY CENTRE BRANCH NOW OPEN. CALL FOR DETAILS

NEED YOUR COMPUTER REPAIRED FAST? FED UP OF WAITING WEEKS FOR YOUR COMPUTER TO ARRIVE?

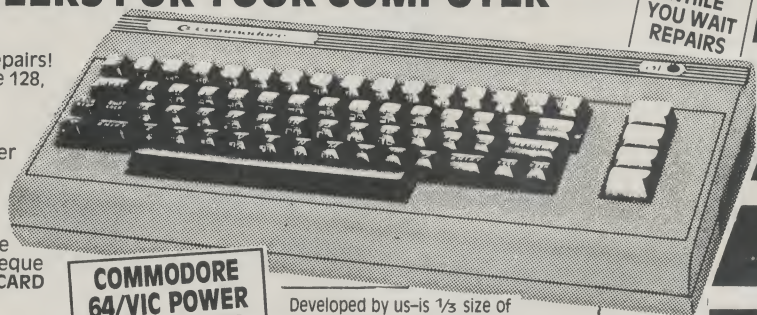
**OPEN 7 DAYS A WEEK
WHILE YOU WAIT REPAIRS**

THEN WAIT NO LONGER-send your computer to us for fast repairs! We offer a full repair service on all these makes-Commodore 128, Commodore 16, Commodore Plus 4, Vic 20.

We also have spare parts available by mail order.
WE DON'T JUST REPAIR YOUR COMMODORE 64-we check loading, sound, memory, in fact fully overhaul your computer for only £35.00-which includes VAT, postage + packing, insurance, parts and labour. **NO HIDDEN EXTRAS.** All other models please call us for a quote on the numbers below.

HOW TO SEND YOUR COMPUTER

Just pack your computer, including power supply, in suitable packaging and send it to the address below, enclosing your cheque to the value of £35.00-You can also pay by ACCESS/BARCLAYCARD



COMMODORE 64/VIC POWER SUPPLY UNIT

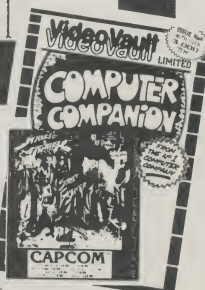
Developed by us-is 1/3 size of conventional power supplies. Just £29.00 + £1.75 p+p

VideoVault Ltd

Send your computer now to-
VideoVault Ltd, Old Kingsmoor School,
Railway Street, Hadfield, Cheshire SK14 8AA.
Telephone: 04574 66555/67761/69499 Head Office & Credit Card orders, queries.
Manchester 061-236 0376 while you wait repairs & spares centre only.

NEW THE VIDEOVAULT COMPUTER COMPANION
EDITION HOT OFF THE PRESS

New bigger catalogue now available containing over 3,000 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3x19p stamps for your free copy. Over 25 pages full of top quality products delivered to your door by return post.



NEW CATALOGUE NOW AVAILABLE OVER 3,000 ITEMS

© Copyright VideoVault Ltd No. 786092

WE NOW HAVE FAX: (0) 4574 68946

INDEX

FOR ISSUES 38-48

TITLE PUBLISHER % ISSUE (PAGE)

64 GAMES

1943 Go! 30% **44** (32)
Ace II Gamebusters 90% **46** (92)
Ace of Aces Kixx 85% **43** (129)
Afterburner Activision 17% **47** (78)
Airwolf Encore 70% **44** (93)
Alien Syndrome The Edge 90% **38** (80)
Aquanaut Power House 43% **40** (85)
Armalyte Thalamus 97% **43** (24)
Around the World in 80 Days Pandora 29% **44** (23)
Artura Gremlin 10% **45** (14)
Barbarian Psygnosis/Melbourne House 31% **43** (22)
Barbarian II Palace 96% **40** (14)
Bard's Tale III Electronic Arts 81% **42** (46)
Batman Ocean 92% **47** (32)
Battle Island Novagen 41% **44** (31)
Battleships Encore 81% **41** (111)
Battlestations Addictive 35% **43** (127)
Beach Buggy Simulator Silverbird 21% **41** (113)
Better Dead Than Alien Electra 66% **47** (87)
Beyond the Ice Palace Elite 78% **40** (13)
Bionic Commando Go! 90% **39** (12)
Blastroids Imageworks 83% **48** (14)
Blip Video Classics Silverbird 15% **46** (91)
Blood Brothers Gremlin 39% **41** (23)
Bob Winner Loricels 12% **38** (27)
Bomb Jack Encore 54% **42** (113)
Bombuzal Imageworks 97% **44** (18)
Brain Storm Firebird 94% **39** (68)
Bruce Lee Americana 92% **40** (86)
Bubble Bobble Silverbird 98% **43** (128)
Bubble Ghost Infogrames 62% **44** (28)
Butcher Hill Gremlin 52% **48** (28)
By Fair Means or Foul Superior Software 66% **45** (26)
Camelot Warriors Mastertronic 50% **47** (61)
Captain Blood Infogrames 77% **44** (17)
Cauldron Silverbird 81% **44** (90)
Cauldron II Silverbird 72% **44** (91)
Caveman Ugh Lympics Electronic Arts 80% **45** (28)
Cheap Skate Silverbird 64% **44** (49)
Circus Games Tynesoft 41% **46** (83)
Combat Lynx Encore 48% **44** (93)
Commando Encore 49% **44** (92)
Chubby Gristle Grandslam 26% **40** (24)
Crazy Paving Top Ten 10% **40** (86)
Cybermold II Hewson 91% **43** (16)
Daley Thompson Olympic Challenge Ocean 79% **42** (25)
Dark Castle Mirrorsoft 41% **40** (80)

Dark Side Incentive 90% **40** (78)
Decisive Battles of the American Civil War SSG/EA 90% **42** (45)
Desolator US Gold 41% **40** (29)
Destruct Power House 38% **40** (85)
Diamond Destiny 22% **42** (16)
Dizzy Codemasters 48% **41** (107)
DNA Warrior Artronics 74% **48** (63)
Double Dragon Melbourne House 15% **46** (20)
Draconus Zeppelin 92% **38** (94)
Dragon Ninja Imagine 87% **47** (26)
Dream Warrior US Gold 49% **40** (81)
Dynamic Duo Firebird 19% **48** (16)
Dynamite Dan Silverbird 79% **44** (91)
Eagle's Nest Players 91% **46** (93)
Echelon Access/US Gold 81% **38** (12)
Eliminator Hewson 74% **48** (27)
Emlyn Hughes International Soccer Audiogenic 90% **43** (29)
Empire Strikes Back Domark 74% **41** (26)
Espionage Grandslam 41% **46** (16)
European 5-A-Side Silverbird 15% **41** (113)
Every Second Counts Domark 52% **40** (80)
Exploding Fist+ Firebird 68% **46** (17)
Fast Break Accolade/Electronic Arts 68% **45** (27)
Fernandez Must Die Imageworks 51% **41** (115)
Fifth Gear Rack-It 78% **44** (44)
Fifth Quadrant Ricochet 32% **39** (67)
Fighter Pilot Silverbird 60% **44** (91)
Final Assault Epyx/Infogrames 41% **44** (20)
Flintstones Grandslam 40% **40** (28)
Football Manager II Addictive 71% **41** (18)
4x4 Off-Road Racing Epyx 56% **43** (22)
Four Soccer Simulators Codemasters 24% **48** (68)
Foxx Fights Back Imageworks 79% **43** (27)
Fury Martech 52% **42** (16)
Game Over II Dinamic 58% **45** (33)
Games - Summer Edition US Gold 49% **44** (32)
Games - Winter Edition US Gold 76% **40** (73)
Gaplus Mastertronic 71% **46** (91)
Gary Lineker Superskills Gremlin 59% **45** (33)
Gauntlet Kixx 80% **43** (129)
Gemstone Healer SSI 81% **39** (44)
Ghost Hunters Codemasters 35% **47** (61)
Ghosts and Goblins Encore 94% **44** (90)
Golf Master Rack-It 45% **47** (64)
Gothik Firebird 44% **38** (14)
Grand Prix Circuit Accolade 79% **48** (59)
Great Giana Sisters Go!/Rainbow Arts 96% **39** (18)
Gribbly's Special Day Out Rack-It 89% **47** (62)
Growing Pains of Adrian Mole Ricochet 30% **46** (92)
Gryzor Ocean 86% **38** (11)
Guerilla War Imagine 19% **46** (22)
Gutz Ocean 51% **38** (14)
Hawkeye Thalamus 96% **40** (20)
Hellfire Attack Martech 48% **46** (20)
Hercules Gremlin 51% **40** (76)
Hopper Copper Silverbird 21% **44** (48)
Hopping Mad Elite 64% **40** (30)
Hotshot Addictive 57% **42** (17)

Intensity Firebird 75% 43 (112)
I-Xera Power House 13% 41 (108)
Impossible Mission US Gold 96% 38 (20)
Incredible Shrinking Sphere Activision 91% 48 (72)
Infiltrator II US Gold 61% 39 (11)
International Rugby Simulator Codemasters 39% 46 (90)
International Soccer CRL 86% 39 (76)
Jet Bike Simulator Codemasters 39% 47 (72)
Jet Set Willy - The Final Frontier Ricochet 63% 46 (92)
Jockey Wilson's Darts Challenge Zeppelin 73% 47 (64)
Joe Blade II Players 38% 44 (42)
Jordan vs Bird Electronic Arts 32% 47 (20)
Kane II Mastertronic 33% 41 (112)
Karnov Electric Dreams 13% 39 (74)
Katakis Go! Rainbow Arts 93% 42 (12)
Knightmare Ricochet 68% 46 (93)
Knight Tyme MAD 80% 41 (112)
Krakout Kixx 60% 43 (129)
LA Crackdown US Gold/Epyx 61% 42 (18)
Last Ninja II System 3 94% 41 (16)
Lazer Tag Go! 22% 39 (17)
Leaderboard Kixx 90% 44 (91)
LED Storm Go!/Capcom 94% 47 (14)
Lee Enfield Infogrames 8% 38 (25)
Lightforce Rack-It 78% 44 (92)
Live and Let Die Domark 70% 46 (26)
Mad Flunky Alternative 69% 48 (93)
Marauder Hewson 66% 40 (27)
Masterblaster Zeppelin 37% 47 (63)
Menace Psyclipse 49% 47 (20)
Metrocross Kixx 60% 43 (128)
Metropolis Power House 42% 40 (87)
Mickey Mouse Gremlin 72% 41 (122)
Microleague Wrestling Microprose 59% 38 (82)
Microprose Soccer Microprose 90% 46 (25)
Mini Golf Gremlin 57% 48 (25)
Mission Genocide Silverbird 66% 43 (127)
Deluxe Monopoly Leisure Genius/Virgin 73% 39 (73)
Motor Massacre Gremlin 28% 48 (74)
Mr Wino Silverbird 17% 42 (113)
Munsters Again Again 44% 48 (23)
NATO Assault Course CRL 30% 44 (30)
Netherworld Hewson 87% 41 (116)
Neuromancer Interplay/Electronic Arts 84% 64 (21)
Nineteen Part One Cascade 70% 41 (118)
Northstar Gremlin 77% 38 (19)
Ocean Conqueror Rack-It 21% 46 (90)
Oh No! Firebird 80% 38 (93)
Oops! Big Apple 74% 40 (19)
Operation Hormuz Again Again 38% 47 (17)
Operation Wolf Ocean 91% 45 (18)
Overlander Elite 46% 44 (29)
Pacmania Grandslam 88% 45 (13)
Pandora Firebird 60% 38 (26)
Panzer Grenadiers SSI 81% 39 (45)
Panzer Strike SSI 78% 44 (180)
Pasteman Pat Silverbird 19% 47 (62)
Pepsi Challenge Mad Mix Game US Gold 48% 44 (23)
Peter Beardsley International Football Grandslam 23% 44 (28)
Peter Pack Rat Silverbird 76% 47 (63)
Pink Panther Gremlin 14% 43 (23)
Poltergeist Codemasters 66% 40 (87)
Pool of Radiance SSI/US Gold 80% 44 (127)
Power Pyramids Grandslam 18% 44 (24)
Powerplay Players 92% 44 (92)
Powerplay Hockey Electronic Arts 50% 47 (16)
President Is Missing Cosmi/Microprose 83% 41 (120)
Pro Golf Atlantis 24% 39 (69)
Pro Skateboard Simulator Codemasters 79% 44 (49)
Pro Ski Simulator Codemasters 73% 44 (42)
Pro Snooker Simulator Codemasters 63% 41 (107)
Psi-Droid Zeppelin 60% 44 (44)
Psycho Pigs UXB US Gold 60% 42 (20)
Pulse Warrior Mastertronic 78% 44 (48)
Purple Heart CRL 58% 44 (20)
Questron II SSI 81% 40 (46)
Race Against Time Codemasters 30% 44 (24)
Rack-Em Accolade/Electronic Arts 74% 46 (27)
Rambo III Ocean 47% 46 (26)
Red Storm Rising Microprose 86% 43 (15)
Return of the Jedi Domark 61% 46 (22)
Ricochet Silverbird 86% 42 (114)
Risk Leisure Genius 61% 45 (34)
Roadblasters US Gold 59% 41 (22)
Road Warrior CRL 13% 38 (26)
Road Wars Melbourne House 19% 39 (26)
Robocop Ocean 89% 47 (69)
Rogue Mastertronic 10% 41 (111)
Rocket Ranger Mirrorsoft 95% 47 (24)
Rock'n'Bolt Ricochet 89% 47 (64)
Roy of the Rovers Gremlin 18% 45 (14)
R-Type Electric Dreams 72% 47 (73)
Saboteur Encore 68% 42 (112)
Salamander Imagine 94% 41 (24)
Sacred Armour of Antirad Silverbird 91% 44 (91)
Sanxion Rack-It 88% 42 (113)
Savage Firebird 72% 44 (25)
Scorpion Rack-It 56% 44 (43)
Scorpius Silverbird 71% 42 (111)
Scout Mastertronic 48% 38 (94)
Scuba Kidz Silverbird 66% 42 (110)
SDI Activision 64% 47 (21)
Serve and Volley Accolade/Electronic Arts 71% 45 (26)
Shackled US Gold 23% 40 (74)
Shockway Rider Rack-It 75% 44 (92)
Sinbad and The Throne of The Falcon Mirrorsoft 80% 43 (111)
Skate Crazy Gremlin 86% 39 (20)
Slayer Rack-It 90% 44 (45)
Slimey's Mine Silverbird 94% 41 (109)
Soldier of Fortune Graftgold/Firebird 66% 43 (18)
Soldier of Light Ace 61% 47 (86)
Sorcerer Lord PSS 85% 38 (40)
Spaceball Rainbow Arts/US Gold 13% 47 (78)
Spitting Image Domark 39% 47 (77)
Star Paws Alternative 93% 46 (93)
Star Ray Logotron 60% 47 (82)
Star Trek Firebird 81% 45 (25)
Star Wars Droids MAD 36% 40 (88)
Steel Rack-It 82% 47 (61)
Stormbringer MAD 70% 39 (69)
Street Fighter Go! 36% 40 (28)
Street Gang Players 30% 44 (43)
Street Sports Soccer Epyx 75% 43 (110)
Stunt Bike Simulator Silverbird 40% 42 (110)
Subterranea Rack-It 74% 38 (91)
Summer Olympiad Tynesoft 87% 42 (24)
Super Cup Football Rack-It 67% 43 (130)
Super Dragon Slayer Codemasters 67% 44 (33)
Super Hero Codemasters 43% 47 (64)
Super Stuntman Codemasters 21% 47 (62)
Super Trolley Mastertronic 17% 40 (88)
Superman Tynesoft 39% 47 (82)
Supersports Gremlin 76% 47 (27)
Supertrux Elite 57% 48 (16)
Sword Slayer Players 46% 41 (106)
Tangent Micro Selection 61% 39 (69)
Target Renegade Imagine 84% 38 (22)
Tau Ceti Mastertronic 93% 43 (128)
Technocop Gremlin 17% 47 (31)
Terrafighter Zeppelin 63% 47 (62)
Terrorpods Psygnosis/Melbourne House 22% 45 (19)
Tiger Road Capcom 73% 47 (5)
TKO Accolade/Electronic Arts 56% 47 (16)
To Hell and Back CRL 59% 40 (82)
Thunderblade US Gold 69% 46 (16)
Thrust II Firebird 59% 39 (68)
Times of Lore Origin/Microprose 80% 46 (13)
Total Eclipse Incentive 94% 46 (14)
Train Robbers Firebird 90% 38 (92)
Tracksuit Manager Goliath Games 89% 42 (26)
Traz Gamebusters 93% 42 (112)
Trigger Happy CRL 9% 39 (26)
Trivial Pursuit - A New Beginning Domark 83% 45 (20)
Trojan Warrior Silverbird 74% 42 (111)
Typhoon Imagine 79% 41 (15)
Uridium Rack-It 79% 42 (112)
Vampire's Empire Magic Bytes 20% 38 (25)
Vectorball MAD 11% 43 (130)
Venom Strikes Back Gremlin 70% 38 (79)
Vindicator Imagine 64% 42 (14)
Vixen Martech 44% 40 (75)
Wanderer Elite 16% 48 (29)
War In Middle Earth Melbourne House 69% 48 (66)
Wargame Construction Kit SSI 79% 41 (57)
Wasteland Electronic Arts 95% 41 (56)
Way of the Tiger Kixx 43% 44 (93)
WEC Le Mans Imagine 40% 47 (33)
Wheelies Micro Selection Plus 39% 38 (91)
Who Framed Roger Rabbit Activision/Buena Vista 28% 48 (17)
World Games Kixx 96% 43 (129)
Wizard Warz Go! 30% 39 (25)
Wizard's Lair Bubble Bus 38% 44 (90)
Zak McKracken Lucasfilm/US Gold 93% 47 (70)
Zamzara Rack-It 91% 47 (63)



AMIGA GAMES

4th and Inches US Gold 61% **48** (18)
Aaargh! Melbourne House 87% **42** (83)
Advanced Ski Simulator Codemasters 37% **48** (26)
Army Moves Imagine 24% **43** (78)
Atron 5000 Players 87% **43** (72)
Bard's Tale II Electronic Arts/Interplay 80% **43** (34)
Battle Chess Electronic Arts 85% **45** (98)
Better Dead Than Alien Electra 72% **42** (87)
Beyond the Ice Palace Elite 70% **43** (79)
Bionic Commando Go! 35% **43** (92)
Blasteroids Imageworks 88% **48** (14)
Bomb Jack Elite 39% **43** (76)
Bombuzal Imageworks 92% **45** (93)
Bubble Ghost Infogrames 88% **43** (94)
Buggy Boy Elite 92% **42** (76)
Capone Actionware 63% **45** (101)
Captain Blood Infogrames 81% **46** (73)
Captain Fizz Psyclapse 40% **48** (30)
Carrier Command Rainbird 92% **42** (88)
Circus Games Tynesoft 39% **47** (83)
Cosmic Pirate Outlaw 87% **48** (74)
Craps Academy Microillusions 26% **43** (97)
Custodian Hewson 45% **47** (45)
Cyberoid Hewson 93% **44** (186)
Deflektor Gremlin 68% **48** (30)
Denaris US Gold 88% **48** (69)
Double Dragon Melbourne House 62% **47** (84)
Driller Incentive 89% **44** (162)
Dugger Linel 31% **48** (24)
Dungeon Master FTL/Mirrorsoft 98% **48** (60)
Eliminator Hewson 89% **46** (67)
Elite Firebird 98% **46** (63)
Empire Strikes Back Domark 82% **43** (71)
Espionage Grandslam 58% **46** (68)
Extensor Players 9% **43** (78)
Fire And Forget Titus 47% **43** (76)
Flying Shark Firebird 68% **48** (26)
Football Manager II Addictive 68% **42** (80)
Fusion Electronic Arts 87% **44** (202)
Galactic Conqueror Titus 81% **47** (19)
Galdregon's Domain Pandora 70% **48** (68)
Garfield The Edge 60% **45** (97)
Giganoid Swiss Computer Arts 71% **42** (81)
Hellbent Novagen 20% **47** (74)
Hellfire Attack Martech 38% **46** (72)
Helter Skelter Audiogenic 86% **43** (101)
Heroes of the Lance SSI/US Gold 40% **47** (72)
Ikari Warriors Elite 74% **43** (70)
IK+ System 3 86% **48** (28)
Impossible Mission II Epyx 92% **44** (196)
Incredible Shrinking Sphere Activision 90% **48** (72)
International Soccer Microdeal 45% **46** (68)
Joan of Arc Go!/Rainbow Arts 93% **45** (106)
Last Duel US Gold 77% **47** (30)
LED Storm Go!/Capcom 92% **47** (14)
Live and Let Die Domark 70% **48** (18)
Major Motion Microdeal 54% **44** (201)
Menace Psyclapse 79% **44** (185)
Mickey Mouse Gremlin 85% **47** (30)
Mini Golf Gremlin 52% **48** (25)
Motor Massacre Gremlin 35% **48** (74)
Motorbike Madness MAD 28% **44** (188)
Munsters Again Again 46% **48** (23)
Nebulus Hewson 97% **44** (170)
Netherworld Hewson 83% **45** (104)
No Excuses Arcana 19% **47** (84)
Offshore Warrior Titus 31% **46** (66)
Operation Wolf Ocean 66% **47** (76)
Out Run US Gold 41% **46** (77)
Pacmania Grandslam 93% **45** (94)
Pandora Firebird 87% **43** (80)
Peter Beardsey International Soccer Grandslam 47% **42** (82)
Phantasm Exocet 52% **42** (80)
Pioneer Plague Mandarin 86% **46** (76)
Populous Electronic Arts 94% **48** (21)
POW Actionware 69% **45** (101)
Powerplay Arcana 82% **43** (75)
Purple Saturn Day Exxos 89% **47** (76)
Quadralien Logotron 37% **43** (81)

Questron II SSI/US Gold 80% **47** (46)
Revenge II Mastertronic 38% **44** (201)
Rocket Ranger Mirrorsoft 94% **44**(172)
Rockford Melbourne House 54% **42** (86)
R-Type Electric Dreams 92% **48** (67)
Sarcophaser Rainbow Arts 84% **43** (68)
Scrabble Deluxe Leisure Genius 70% **43** (92)
Side Arms Go! 53% **46** (71)
Sky Chase Mirrorsoft 78% **43** (88)
Soldier of Light Ace 79% **47** (86)
Sorcery Plus Virgin 14% **46** (72)
Space Racer Loricels 51% **46** (66)
Spaceball Rainbow Arts/US Gold 13% **47** (78)
Space Harrier Elite 85% **48** (22)
Speedball Imageworks 91% **45** (93)
Spitting Image Domark 59% **47** (77)
Starglider II Rainbird 98% **42** (92)
Star Goose Logotron 37% **44** (188)
Star Ray Logotron 90% **43** (86)
Street Fighter Capcom 21% **43** (93)
Street Gang Players 9% **43** (98)
Street Sports Basketball Epyx 68% **44** (198)
Sub Battle Simulator Epyx 42% **43** (96)
Summer Olympiad Tynesoft 76% **44** (198)
Super Hang-On Activision 89% **48** (22)
Technocop Gremlin 34% **47** (31)
Thunderblade US Gold 80% **47** (74)
Thundercats Elite 68% **43** (100)
Tiger Road Capcom 76% **47** (85)
Tracers Microillusions 74% **43** (96)
Trivial Pursuit - A New Beginning Domark 52% **46** (71)
Turbo Trax Microdeal 76% **46** (76)
TV Sports Football Mirrorsoft 90% **47** (79)
Vectorball MAD 48% **43** (98)
Virus Firebird 84% **43** (102)
Vixen Martech 25% **43** (77)
Wanderer Elite 18% **48** (29)
Whirligig Rainbird 38% **43** (69)
Who Framed Roger Rabbit Activision/Buena Vista 27% **48** (17)
Willow Mindscape 7% **48** (73)
World Darts Mastertronic 54% **42** (86)
World Tour Golf Electronic Arts 20% **42** (82)
Zak McKracken Lucasfilm/US Gold 90% **47** (71)
Zany Golf Electronic Arts 81% **48** (24)
Zoom Discovery Software International 89% **43** (89)
Zynaps Hewson 78% **44** (199)

ADVENTURE GAMES

Corruption C64 Magnetic Scrolls/Rainbird 90% **44** (134)
Corruption Amiga Magnetic Scrolls/Rainbird 81% **41** (44)
Chrono Quest Psygnosis 78% **45** (51)
Crash Garrett ERE International/Infogrames 76% **44** (128)
Dream Zone Baudville 39% **46** (33)
Faery Tale Adventure Mediagenic/Microillusions 76% **43** (32)
Fish Amiga Magnetic Scrolls/Rainbird 93% **44** (132)
Fish C64 Magnetic Scrolls/Rainbird 88% **48** (32)
Ingrid's Back C64 Level 9 90% **44** (134)
Ingrid's Back Amiga Level 9 91% **46** (34)
Intrigue Mirrorsoft 83% **39** (62)
Lancelot Level 9/Mandarin 87% **45** (52)
Legend of Blacksilver Epyx/US Gold 87% **47** (45)
Legend of the Sword Rainbird 88% **40** (42)
Mars Saga Electronic Arts 76% **45** (51)
Mindfighter Abstract Concepts 61% **41** (48)
Mordon's Quest Melbourne House 83% **40** (41)
Mortville Manor Lankor 86% **42** (42)
Mud Virgin 27% **39** (61)
Quest for the Golden Eggcup Mastertronic/Smart Egg 75% **42** (41)
Starcross Infocom 88% **40** (42)
Tanglewood Microdeal 49% **43** (33)
Time and Magik Level 9 68% **38** (36)
Tower of Despair Games Workshop 76% **40** (41)
Ultima IV Origin/Microprose 91% **44** (131)
Wizbiz Alternative 33% **41** (47)

Gloop! Gloop!



RESULTS with Ken the Fish

Hello, fish-lovers everywhere, and welcome to this month's fluid instalment of fish-fancying fun. Some people fancy pigeons; here at ZZAP! Towers it's fish that we find irresistible. And why not? Fish make obedient pets, great lovers and decorative ornaments for the modern home. In their cute little bowls they provide hours of fun for small kiddies and worrisome adults. Cats eat them. Fish mongers sell them. Chip shop owners fry them in batter and serve them in newspaper for approximately £1.10. All scandalous wastes, however, since fish are the finest structural engineers known to vertebrates and invertebrates alike. Who built the Humber Suspension Bridge? The Hoover Dam? The Eiffel Tower? Fish did. The lecture's over – on with this month's results and hotlines.

ZAK MYSTERY FISH CORNER

Exactly my kind of game, this – but I sincerely hope that none of you switched on the lamp with the poor fishy in it... US Gold Flake were offering one of those lar-di-dar aquariums (bowls not good enough, eh?) to the person who correctly identified my mystery fish as a COD. Well – it was easy, wasn't it? As well as an aquarium, the winner received all the necessary subaquatic

accoutrements and a copy of *Zak McKracken and the Alien Mindbenders*. He/she/it was:

Robert Davies, LIVERPOOL L11 5AU.

25 runners-up received a copy of said Sizzler with my anchovine compliments. A large and fleshy fin if you will, for...

John Batten, MIDDLESEX UB10 0NW; Scott Short, NOTTINGHAM NG19 9RD; Tony Reid, WIRRAL L60 6RA; Neil Sherriff, WHIPENADE Beds; Gavin Carr, GLASGOW G69 6ER; Joel Rosenbloom, ILFORD IG5 0ED; Jamie Gill, CRAMLINGTON Northumberland; Scott Downie, WEST LINTON EH46 7BT; Lee Kenning, MANCHESTER M35 9PB; David Megone, BASINGSTOKE RG24 9PJ; Richard Callieu, LONDON W10 5EZ; Gerard Eaton, CO. DOWN BT30 9QZ; Andrew Hurley, HOUNSLOW TW3 3TY; Graeme McKenzie, DUNBAR EH42 1PS; Victoria Lawton, TELFORD Shropshire; Justin Calvert, NEWTON ABBOTT TQ12 1QX; Robert Webb, HIGH WYCOMBE HD11 2UD; Stewart Ayers, CHIPPENHAM SN15 3AG; M Rolston, WALSALL W52 0JD; Joel Long, STEVENAGE S62 8QZ; Paul Brown, STOCKPORT SK6 6QA; Morville O'Driscoll, WORCESTER WR3 7LG; Glyn Scroby, BRIDGEND CF32 8RD; Alan Goodall, ALDERSHOT GU12 4TW; Stephen Bate, WARRINGTON WA1 4JH.



TOTAL ECLIPSE-LOVING FUN

Those tickly-wicklys at Incentive liked the Sizzler we gave their game so much that they offered one lucky Newsfield reader the chance to see a REAL total Eclipse in Finland in 1990. Plenty more fish will pass beneath the bridge by then – but at least it's something to look forward to, eh readers?

Anyway the Mr Manic Mackerel who won was a ZZAP! reader (of course); and his name was, in reverse order:

John Macleod, Ross-Shire IV40 8HE.

And that's it. Go away. I said, GO AWAY. Thank you. Now for the Mystery Fish and the Hotline stuff.



GO ABSOLUTELY BLEEDIN' CRAZY!!

And you all did, unfortunately; we spent several days cleaning up all the saliva and piecing the ornaments back together. By the way, just as a matter of interest, have I ever told you about the craziest Fish ever? No? Well, its name was Mad Angus 'Crazy Bucket' Guppy Trousers III (Jr) and he used to do really zany things like swimming around his bowl the wrong way and sometimes not eating food that was offered to him. Wacky, eh? He died young when his owner 'accidentally' dropped an electric fire in his bowl. And if that doesn't bring a lump to your eye and a tear to your throat, you have no soul.

Back to the present, and

Titus were offering a radio controlled car and a copy of *Crazy Cars* to the person who described the craziest ZZAP! member. He are:

Tom Naughton, Dublin IRELAND.

His winning entry read: The craziest member of the ZZAP! team is KATI Kos All The Imbecile ever does is Komplain An' Talk IncompreHAMZAvely wiv Krazy 'Aieeee's, 'Triffi's, 'Incred's, 'n' such KATIs trophic phrases. Well, it tickled our fishy funny bones, anyway. Meanwhile, 20 not-so-witty runners-up received a copy of *Crazy Cars*. They are, in random access order:

Peter James, TONTEG CF38 1HG; Michael Jones, BIRMINGHAM B32 1NA; Ian Crowther, NORHTUMBERLAND NE61 2AU; Ian Pilborough, SURREY GU18 5XH; Nathan Brown, BRACKNELL RG12 1FX; Lee Kenning, MANCHESTER M35 9PB; Paul Graham, NEWBURY RG14 6BH; Stuart Burns, GLASGOW G67 2DZ; Julian Douglas, ALTRINGHAM WA14 5AU; Sam Hickling, MANCHESTER M20 8GF; Marc Cobelli, BOURNEMOUTH BH7 6RB; Robert Parham, STANFORD-LE-HOPE SS17 8BZ; Van Bouchout Sven, MECHLEN Belgium; Stephen House, READING RG4 0PA; Matthew Elliott, POLEGATE BN26 5LB; Tommy Massen, LONDON E2 6LY; David Jesudason, DUNSTABLE LU6 3EG; Eric Barrett, MARKET HARBOROUGH LE16 7RN; Mark Hopkins, NEATH SA11 3YH; David Abbott, WHITSTABLE CT5 1NU.



Ken's mystery FISH Corner

The typical diet for this Coronation Street fish includes bloodworms, shrimps, caddis larvae and Canadian pondweed; not content with those,

he sometimes tucks into a Ramshorn snail or two. Last clue: he's a brightly-coloured member of the Carp family.



So, mealy-mouthed meat-eaters, this is the end. If you want to contact me on the Hotline, ring:

0898-555085

and I'll reveal all those bits of personal fish-like info that you always wanted to know. Top of the list will be the low-down on just exactly what stuff I've got cooking for all you little minnows to enjoy next month. And of course you'll be able to savour all my piscine wit and bubbly sense of sub-aquatic fun. Naturally. Any competition queries give me, Viv Vickress or Caroline Blake a ring; or write to me or Viv at **ZZAP! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB**. Tooodle-oodleie and glopp-glopp loop.

The hotline Ken's FishBITZ

As you're feeding your favourite fishy friend, many of you might feel the urge to put on a bit of entertainment as well. Every well-informed piscine intellectual is interested in the computer world's goings on, so you'll be doing your fish a favour if you ring the hotline to find out what games are coming out over the next month.

Not only that, you'll be given highly secret information on this month's hotline comp. What marvellous prizes have I and my human assistants conjured up on our magic mushroom mainframe. Wanna know more? Well, put your fish to bed with a nice fresh fern, make sure he's comfy and ring

0898-55081

for all the latest pondweed news.

MAFF SPITS IT OUT

If, on the other fin, hints and tips are your cup of gravel you can log on to all the latest cheats and info bitz compiled by our very own ugly Maff Evans (ME Tips). As far as fish are concerned, of course, he's totally useless (can't survive

longer than two minutes in a centrally heated tank – pah!) but for humans he provides plenty of fish-loving entertainment and hours of cheating, poking fun. So don't be a kipper. Dial

0898-555086

NOW! And don't forget, frolicking funsters everywhere, calls cost only 25p a minute off-peak (Mon-Fri 6pm-8am, Saturdays,

Sundays and Bank Holidays) and 38p a minute standard and peak time (8am-6pm Mon-Fri). Less than a bag of plankton, in fact.

WHAT'S IN STORE FOR ZZAP!

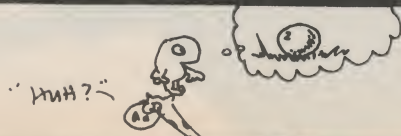
THE ZZAP! MEGA-TAPE 5!

(If you want to know more, Ken D Fish has the answers – on 0898-555085!)

Be at your newsagents on Thursday, May 18th, with £1.60 in your pocket for the ZZAP! Anniversary Special. We guarantee you won't be disappointed.

and the mystery fish was...
Roger Roach, the Brucie Forsyth fan.

"Rog" is a real track the way!



AT LAST! COMMODORE I/C SPARES

AT DISCOUNT PRICES

For C64, C16, +4, C128 and Amiga

CIA	6526	£9.99	ROM	901227-03	£8.99
MPU	6510	£9.99	ROM	901225-01	£7.99
PLA	906114-01	£9.99	SOUND	6581	£14.99
ROM	901226-01	£9.99	RAM	4164	£2.99

C64 USER PORT RE-SET SWITCHES £4.49

MICRO MATE REPAIRABLE C64 POWER SUPPLY UNITS. SUPERB QUALITY WERE £29.99 NOW £24.99

C64 TAPE TO TAPE BACK-UP INTERFACE £9.99

All prices include post & packing, handling and VAT—send your faulty computer and P.S.U. for estimate and repair from £9.99 + parts + CARRIAGE + VAT.

SEND CHEQUE/P.O.

ACCESS/VISA CARDS WELCOME

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL, FY5 3NE
Tel. (0253) 822708



CHEER UP!
we've got you
covered!

C64-£8.95
Amiga-£10.95

SEAL 'n TYPE

- Protective keyboard cover through which you can type.
- 24hr dust/spill cover
- Removable, washable, re-usable.
- Can be custom-made for any keyboard. Ring for details

Ring or Write for our FREE catalogue

Re-inking Service	£1.90	Prices are fully incl.	
Ring for transporter SAE		Cheques/P.O. payable to	
DMP re-inking kit	£10.00	KADOR	
VDU Screen		Unit 4	
(Colour/Mono)	£14.50	Pontcynon Industrial Estate	
Mouse Mat	£5.95	Abercynon	
Dust Cover (Col/Mono)	£7.50	Mid Glamorgan CF45 4EP	
Plonker Box	£2.30	Tel: 0443 740281	
Dextette Copy Holder		Computer	
A4	£8.50	A3	£10.00
Surge Protectors	£12.00	Accessories	
Acoustic Boxes	£38.95	Manufacturer	

Patent pending and Registered Design

SOFTWARE HOUSES!

WELL PLAYING, GRAPHICALLY AND SONICALLY
SUPERB SHOOT-EM-UP FOR THE COMMODORE 64:-

THE SANCTUARY

SEARCHING FOR A SOFTWARE PUBLISHER
INTERESTED? PLEASE CALL JOHAN ROSENBLIND ON
(SWEDEN) 010 46 0243 27503 (after 5 pm)

RADICAL SOFTWARE

COMPUTER REPAIRS

Fixed Super Low Prices!

Inclusive of parts, labour and VAT



FIRST AID
FOR
TECHNOLOGY

1 WEEK TURNROUND

SPECIAL OFFERS

SPECTRUMS	£14 + Free Game	VIC 20, C+4	£22
SPECTRUM 128	£18	1541 DISK DRIVE	£36
C64	£22 + Free Game	1531 TAPE DECK	£19
C128	£29	MPS 801	£38
C16	£18	C64 PSU	£20

Please enclose payment with item - 3 month warranty on repair
Please enclose advert with repair

W.T.S ELECTRONICS (ZP)

Studio Master House, Chaulend Lane, Luton, Beds. LU4 8EZ. Tel: 0582 491 949

All rights reserved

"ATTENTION ALL MICRO OWNERS!"

"NOW, YOU DON'T NEED TO BE A COMPUTER
WIZZ-KID, TO MAKE £100s AFTER SCHOOL
ALL YOU NEED IS YOUR MICRO, AND THIS!
READ ON!"

We have all heard of the "computer wizz-kids" who make more money in half term than their dads make in 6 months, but the question is, "How can ANY OWNER of a micro make BIG MONEY, in just a few hours a week?"

"The answer is this book" *MAKE MONEY WITH YOUR MICROCOMPUTER*. This is the complete guide to making from home on FULL/PART TIME BASIS. The book is partly devoted to making money, and shows, you DON'T HAVE TO BE A COMPUTER WIZZ-KID, TO MAKE £100s A WEEK, FOR JUST A FEW HOURS WORK, it also shows, HOW TO RUN YOUR BUSINESS "PROFESSIONALLY", AND PROMOTE IT EFFECTIVELY, SO WHEN YOU LEAVE SCHOOL, "YOU CAN HAVE YOUR OWN BUSINESS ALREADY SET UP, AND SOON FIND YOURSELF EARNING IN EXCESS OF £20,000+ A YEAR!"

So, if you want all the BENEFITS OF YOUR OWN BUSINESS AND LOTS OF SPARE "CASH" TO BUY THAT NEW COMPUTER, MOUNTAIN BIKE, CAR, MOTOR BIKE, ETC, OR IF YOU JUST WANT TO DO A FEW HOURS WORK AND EARN £50-£100 A WEEK, (JUST THINK WHAT YOU COULD DO WITH £100 A WEEK).

THE BOOK ONLY COSTS £10, WHICH IS A FRACTION OF WHAT YOU WILL MAKE ON YOUR FIRST JOB, SO WHY NOT GO FOR IT! EVEN IF IT'S JUST TO SEE WHAT YOU'RE MISSING, AND AFTER ALL, IF YOU'RE NOT 100% HAPPY WITH WHAT WE SEND YOU, SEND THE BOOK BACK IN 14 DAYS, AND WE'LL GIVE YOU YOUR MONEY BACK.

SO IF YOU WANT TO KNOW HOW, YOUR MICRO, THIS BOOK, AND NOT MUCH TIME CAN MAKE "YOU" £100s... SEND NOW!

14 DAY MONEY BACK GUARANTEE

Please rush me my copy of "MAKE MONEY WITH YOUR MICROCOMPUTER". I enclose a cheque/PO for £10 (including P & P), payable to AC PUBLISHING PRINT CLEARLY

NAME:

ADDRESS:

POST CODE:

SEND TO: AC PUBLISHING, 2 PRETORIA ROAD, CHERTSEY, SURREY, KT16 9LN.

Books normally sent in 3 days, but allow 21 days for delivery.

Z.M.1

CINTRONICS LTD STRATEGY

ADVENTURES & SIMULATIONS

Commodore 64/128 discs

Popular SSI titles:

BATTLE GROUP	£19.95
BATTLE OF ANTIETAM	£19.95
COMPUTER AMBUSH	£22.95
FORTRESS	£11.95
GEMSTONE HEALER	£13.95
GEOLOGIQUE 1990	£11.95
GETTYSBURG	£19.95
KAMPFGRUPPE	£19.95
NAM	£13.95
OPERATION MARKETGARDEN	£22.95
PANZER GRENADIER	£19.95
PANZER STRIKE	£22.95
PHANTASIE III	£13.95
POOL OF RADIANCE	£16.95
QUESTRON II	£13.95
REBEL CHARGE CHICKAMAUGA	£19.95
RINGS OF ZILFIN	£13.95
ROADWAR EUROPA	£14.95
SHARD OF SPRING	£13.95
SONS OF LIBERTY	£22.95
TYPHOON OF STEEL	£16.95
WAR GAME CONSTR. SET	£13.95
WARSHIP	£19.95
WINGS OF WAR	£12.95

SSG

AMERICAN CIVIL WAR I	£14.95
AMERICAN CIVIL WAR II	£14.95
AMERICAN CIVIL WAR III	£14.95
BATTLEFRONT	£14.95
BATTLES IN NORMANDY	£14.95
CARRIERS AT WAR	£14.95
EUROPE ABLAZE	£14.95
HALLS OF MONTEZUMA	£14.95
MACARTHUR'S WAR	£14.95
REACH FOR THE STARS	£14.95
ROMMEL	£14.95
RUSSIA	£14.95

AMIGA

BRIDGE 5.0	£24.95
FIREBRIGADE (1 meg)	£29.95
KAMPFGRUPPE	£19.95
PHANTASIE III	£17.95
PORTS OF CALL	£29.95
QUESTRON II	£17.95
REBEL CHARGE CHICKAMAUGA	£22.95
ROADWAR EUROPA	£19.95

Clue books:

£7.95 each: BARDS TALE I, II or III, MANIAC MISSION, MIGHT & MAGIC, WASTELAND, DUNGEON MASTER, DEATHLORD, FAERY TALE, MARS SAGA, POOL OF RADIANCE, ZAK McKRACKEN OR MASTERS COLLECTION (Subbattler Simulator, Legend of Black Silver, LA Crackdown and Space Station Oblivion)

£8.95 each: ULTIMA IV or V HINT BOOK

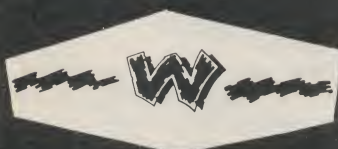
£19.95: QUEST FOR CLUES (solutions to 50 games, including Phantasie 3, Tass Times and Ultima IV)

Mail order only. All programs are on disc only. Please make cheques and postal orders payable to CINTRONICS LTD. All prices include postage and packing in UK. Overseas rates: Europe add £2 per item. Outside Europe add £6 per item (Air Mail).

RICHARD HOUSE, 30-32 MORTIMER ST, LONDON WIN 7RA

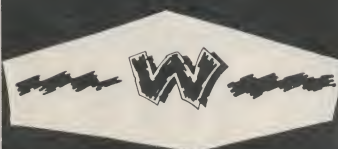
WALKER'S WAY

Want to learn about life, the universe and everything? Want to win friends and influence people? Well, we can't promise anything, but entry into the CITADEL will help you on your way...



Wednesday 1st February

First job this month is to update the on-screen CITADEL logo – I've been meaning to incorporate a smooth colour fade for some time now. To convert my design from theory into practice a mock-up program was produced which allowed three different colours to be altered on every scanline – a perfect test-bed for design! By the end of the day the in-game logo had emerged in its new form, with six colours fading through it in a classic 'airbrushed' look.



Thursday 2nd February

Now to incorporate the new logo into the game, together with a short routine to produce the same effect as my test-bed. It looks much more solid than the original design, and the fade is really neat (although I say so myself!) The only knock-on effect is that my NMI splits now judder alarmingly when sprites disappear beneath them. Back to the think tank for a modified version of the split routine.

These splits are a major annoyance (Grrr!). Every 8 scanlines the processor gets switched off for 40 cycles to give the hardware time to read in the next row

of characters to display, and it's this that causes the timing problems when you're trying to judge changes that ought to be happening off the edge of the screen where on-one can spot them. To add to the confusion, any game that scrolls vertically moves these 40 cycle 'stops' up and down the screen. Then to further complicate matters, any sprites displayed stop the processor in its tracks for another 2 cycles each. Get the picture? Well, the problem was cracked in the end, but it took plenty of brain cells!



Friday 3rd February

MONITOR's main armoury is a 'particle-beam' weapon which hurls out streams of energy globes. After an odd thought (and I do have quite a few!) I hit on a way to quickly detect which type of floor the globe currently occupies to allow the shading and shadow of the globe to change as it passes different colours in the cities. Just a small point but it only took half an hour in total.

The rest of the day was spent back in Sound Effects Editor, producing more new sounds and adjusting priorities to allow some sounds to be more important than others. After all, who wants to hear a wasted enemy missile impacting on a wall if your low energy alarm should be sounding? Answers on a postcard please. (Why does everyone keep saying that?)



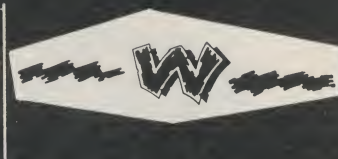
Monday 6th February

A bit of reorganisation allowed more moving baddies on screen. Although I allowed for four mobile sprites to be active, originally this included enemy bullets, and when four baddies had emerged from their hangars they simply stopped firing (not particularly menacing, that!) By adding some simple checks to the movement routines there is now provision for four mobiles and two enemy bullets simultaneously (as well as up to ten sprite traps on screen). In total CITADEL is running up to 18 sprites – the absolute top limit is six aliens across any single horizontal strip, since MONITOR and the capture probe always use the two sprites not grabbed by the multiplexor. With total control over all alien movements at once (like for example the 'waves' of aliens in ARMA-LYTE) all 16 created by the multiplexor could be moving, and this will be used in some of the special 'secret rooms', such as storage hangars and laboratories. Wow!



Tuesday 7th February

Today was a major tragedy. Our dog was run over by a van just outside the house after managing to open the front gate by himself. We rushed him to the vet, but he died in Belinda's arms before we got there, and in the circumstances I don't feel much like working for the next few days.



Monday 13th February

Capturing enemy mobiles and controlling them needs a major think, as the joystick mechanics must be practical and foolproof (no disrespect intended to ZZAP! readers!) Two options are open at the moment: different control modes cycled through using the spacebar (OK, as the immediate danger from enemy bullets stops temporarily if you do – these security installations only attack if the player constitutes a threat), or a special sequence of joystick commands and obvious on-screen indication of your actions. Perhaps implementing both would be most useful, but with the option to deactivate the joystick method for those players who prefer using the spacebar (XENON really taxed my patience when it kept insisting that I wanted to fly when it was disaster to do so. Wiggling the stick is sometimes too easy to do by accident!)



Tuesday 14th February

First job of the day – make another backup! Until you've got the sum total of six or more months of work on two or three disks you won't realise just how valuable these become. Apart from making back up copies of them about every week and hiding them in a safe place, programmers can also get quite fanatical about the safety of their working disks (I know I do!) Normally the source files and object code/graphics are kept on a separate disk, and these two travel with me wherever I go in a little black disk box (like a pair of duelling pistols!) Let's face it – it would be bad enough to be burgled, but losing your disks as well... Aaargh!!

Wednesday 15th February

Visited my new accountant – and I really can't think of anything interesting to say about that! (with apologies to any accountants who may be reading this). Something struck me whilst looking round the software shelves later on (and it wasn't a passing ZZAP! reader!) Have you ever thought that looking at the boxes all lined up just isn't half as exciting as reading the reviews in magazines? I know I have! Even peering at the often microscopic screenshots is often no help at all in deciding whether to buy, especially if all inlays show the 16-bit versions (at least they now tend to declare which format is pictured – in the old days you could get a shock when you got home and saw what your version looked like!)



Thursday 16th February

Right. Hands up all those who thought that they would be able to pick whatever weaponry they could find lying about inside the equipment bays of this long dead civilisation without paying anything for it. Sorry! Every item will take energy to grab and bolt on – and the more powerful the weapon, the more energy needed to adapt MONITOR to the new environment.

Today the MINISCREEN was refined to display these energy requirements as well as the type of device captured by the probe. After two quick jabs at the fire button the capture probe will appear. While moving the probe anywhere on screen, any 'grabbable' item will pull the probe in to its exact position when close by, and then the MINISCREEN will indicate the type of item targetted (C=capture/E=energy/F=firepower/S=switch) alternating with the number of energy units required; all items so far need between 1 and 4 units.

The current energy remaining to the player is shown in the form of a bar graph contained in the info pods (positioned at the top of the screen). The complete line-up of info so far (from left to right) is: Score, MONITORs remaining, current city, CITADEL logo, energy bar and current type of firepower. Now, instead of wandering about adding everything you can find, it's more useful to destroy the nearby defences and save the more useful energy pods and extra weapons until really needed.

Some of the weapons have also been improved, and the basic particle-beam weapon made rather weaker (why do I keep mistyping that as bean? – perhaps a vegetarian Freudian slip!) The 'add-on' weaponry now has a life of about 20 seconds continuous use, so when the low firepower alarm

sounds you'd better start looking around for a new weapon – there's only two seconds of firing left in the one you've got. This encourages better use of resources and more interaction with the cities, and is also more like real life (yes I know it's only a game but that shouldn't stop some realism!)



Friday 17th February

All those budding 'Rambos' out there will no doubt be pleased to learn that today saw an addition to the destruction of any static guns. Not only does the gun itself explode in a glorious technicolour blast, but now it also leaves behind a large crater! This proves a telling reminder of where you have travelled, and also stops any possible confusion between destroyed guns and the cavernous black exits from the launching bays of mobile aliens.

Ideas have now crystallised for controlling mobiles captured by your probe (just thought you'd like to know that). Oh all right I'll tell you then. There will be three capture modes:

1. MONITOR static. Joystick moves and fires MOBILE unit (ideal for softening up the area ahead and rather like the independent control of the 'Catalite' in WIZ-BALL).

2. MOBILE static. Joystick moves MONITOR and fires MOBILE (by pre-positioning the MOBILE you can protect MONITOR from attack by nearby traps).

3. Joystick moves MONITOR and MOBILE together, and fires MOBILE (by pre-positioning the MOBILE this can provide protection in front, behind or any other position).

This probably sounds far more complex than it will feel in practice. Still, I'd prefer to offer plenty of variety – it's up to you whether you decide to use all the options! Every player will evolve their own preferred style of play – the bottom line is protecting MONITOR from destruction while searching the cities for the main exit, but this open ended approach allows many ways of achieving the same end.

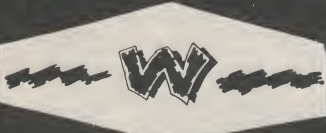


Saturday 18th February

My old friend Chris Payne arrived for a relaxing weekend – I don't think he realised that he'd be tied to the chair until I'd finished writing down all his comments and feedback about CITADEL! The most useful thing was watching a beginner play for the first time after only a brief description and demo by an expert player (me, you fools!) Once he got the hang of the

capture probe the MINISCREEN display on MONITOR really helped in finding out what was what. The 'Glide and Fire' mode took a bit more getting used to, but once mastered does mean that you can dodge backwards and forwards whilst firing in a different direction. Practice makes perfect!

Overall response was very favourable, and first comment was 'This is great – and it feels really 'different' to play from other shoot 'em ups' (which is what I wanted!) Specific thoughts concerned possible changes to the sprites. The energy pod got confused with the static guns, and MONITOR's subtle engines which animate in each direction of travel weren't noticed for some time in the heat of the action (Repeat after me: *I must be bolder with my pixels!*) Another helpful suggestion was the addition of a demo mode which shows gameplay in a 'feature by feature' way. After all, how else will a beginner even guess at the variety of ways to explore and play?



Monday 20th February

Start of the 'mods'. A new design of energy pod is now needed, but luckily the old one (which got confused with a static gun) can still be used after modification and different animation (as what else – a static gun!) MONITOR's engines were enhanced to boldly go where no engine had gone before, and a more stylised empty 'socket' produced to replace the original design (which remains in an equipment bay after a weapon or energy pod is collected).

A selection of small improvements were also made to the code as a result of my special guest's comments – the capture probe now grabs a bit more fiercely, and crashing into enemy units now drains more of your shield energy. After all, this isn't supposed to be dodgems!



Tuesday 21st February

I don't believe this! After sitting down this morning a whole host of alien designs for new floor tiles appeared within half an hour which look like Aztec mosaics (well at least I think so!) The screen designer (me!) is still suffering from shock – he normally likes to be warmed up thoroughly and have several cups of coffee before ideas commence. Still, if ideas want to come out when I'm not expecting them who's complaining? Not me!

After this great start to the day nothing seemed to be able to go

wrong, and a neat design popped up in the sprite processor for a switch which will operate some of the secret doors – it looks like two contacts banging together (Oo-errr!) All doors will blend in with the surroundings perfectly (looking just like another section of wall), but once a switch has been found and operated the affected area will shimmer for some seconds allowing you to pass through it. Effectively the cities will be formed from sealed chambers, each with its own secret entrance and exit. What better way to discourage intruders from exploring?



Wednesday 22nd February

Another good suggestion for a subtle tweak gameplay has been the ability to change your mind after starting a move to an adjacent floor tile. In chess you can change your mind after moving a piece as long as you keep your hand on it (once you let go, that's it!) At the moment any move in CITADEL continues until the destination tile is reached. The next mod will allow free movement, but only allow stops in the middle of each tile. This way you can dart about, foxing the security installations who will always target their calculated destination, giving you more of a chance to dodge back out of the way. Sounds a bit complex, but I'm sure you'll notice the difference in practice!



Thursday 23rd February

The next few weeks will see the doors leaping into action (or should that be shimmering?), and the long awaited (by me at any rate) ability of MONITOR to use lift shafts to sink into the city floors and emerge on the other parallel side of a city. This will really expand the gameplay and allow frenzied bursts of action in my 'level' editor to produce three dimensional mazes. Effectively all the basic elements will then be finished and levels can be completed by getting to the main exit (this may sound easy but there will be plenty of wheeling and dealing needed to even get as far as the second city!)

Next month will also see the return of the music editor and the start of the CITADEL soundtrack. I'm hoping to fit in an in-game soundtrack option (wish me luck). Never will I forget the feeling it gave to DELTA! (*Cue sunset and roll the final credits till next time.*)

ZZUp

JOYSTICKS 'N' STUFF

MERCY DASH CALENDAR

Yes, the virgin like Saint of the industry has finally made it to stardom! She's mad, she's bad and she appears on twelve months of this mono Robin Evans masterpiece of a calendar.

OFFER 4.95, Z455H

ZZAP! T-SHIRT

New ZZap! designer T-Shirts Medium and XX Large for all readers, great and small! 50% cotton and 50% polyester.

MEDIUM T-SHIRT OFFER 4.95, Z480H
XX LARGE T-SHIRT OFFER 4.95, Z481H



AMIGA GOODIES

AMIGA A501 512K RAM EXPANSION UPGRADE + CLOCK CARD

Internal Ram upgrade to 1024K RAM

OFFER 129.99, Z253H

AMIGA A520 MODULATOR

Use your Amiga with a domestic TV set or composite video monitor.

OFFER 24.99, Z254H

DIGIVIEW 3.0 WITH A500 ADAPTOR

captures image via your video camera

OFFER 149.95, Z255H

AMIGA DIGIDROID

A motorized filter wheel that automates colour digitizing with Digiview

OFFER 52.95, Z256H

AMIGA COPYSTAND FOR DIGIVIEW

A 2' stand for digitizing objects

OFFER 59.95, Z257H

AMIGA RENDALE GENLOCK

A lowcost genlock enabling the user to merge computer graphics with live video and record the results on VCR

OFFER 249.99, Z258H

EASLY DRAWING A4 GRAPHICS TABLET FOR A500

Deluxe Paint 1 & 2 compatible, incl Easy! paint prog and general background driver

OFFER 299.00, Z259H

MICRO-MATE PSU

The alternative C64, C64c and Vic20 power supply, Micromate will replace your dicky original CBM unit and provide reliable power to your computer. It won't overheat, has a failsafe cutout against over-current (ie output short-circuiting) and over-temperature (just to be on the safe side), and includes a twelve month unconditional warranty. ALL units are individually tested. Do you get the feeling nothing can go wrong? Good, you're getting the message, power problems are a thing of the past.

OFFER £19.95, Z291H

LOAD-IT

Eliminates tape loading problems on your C64. Achieves 100% loading success even on the most obstinate tapes. It provides permanent head alignment adjustment with the help of an LED array for optimum signal indication. Guaranteed for one year.

OFFER 39.99, Z250H

KONIX NAVIGATOR

Brand new ergonomically designed handheld joystick with Fire button positioned directly beneath the trigger finger for super-fast reactions. Unbreakable solid steel shaft. OFFER 14.99, Z235H

KONIX MEGABLASTER

Precision moulded control knob with steel shaft for complete reliability. Dual fire buttons for left or right hand use. Heavy duty leaf switches provide directional control with long lasting operation. Includes suckers for table top fixing. OFFER 6.99, Z236H

EUROMAX COBRA

Brand new design with 8 microswitches. 3 Auto fire buttons and single normal fire button provide trigger readiness at all times! With suction feet and extra long cord.

OFFER 11.95, Z500H

EUROMAX ELITE STANDARD

Short travel micro switch action in ergonomic and highly durable designed body.

OFFER 9.95, Z237H

EUROMAX ELITE GRIP

OFFER 10.95, Z238H

EUROMAX PROFESSIONAL STANDARD

High durability, rapid response and ultra sensitive movement accuracy from this advanced ergonomic design.

OFFER 15.95, Z239H

EUROMAX PROFESSIONAL GRIP

OFFER 13.95, Z240H

EUROMAX PROFESSIONAL AUTO-FIRE

OFFER 18.95, Z241H

EUROMAX WIZCARD

OFFER 3.95, Z242H

EUROMAX MICRO-HANDLER

An array of features to get those trigger fingers twitching: extra-sensitive micro-switch-action stick, two integrated paddles, continuously adjustable autofire, extra large fire buttons and a solid metal casing with rubber suction cups for added grip. Comes complete with an extra long cord for ultimate ease of play. Be a winner with the Micro-Handler!

OFFER 19.95, Z248H



DYNAMICS COMPETITION PRO 5000 (normal)

Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life.

OFFER 13.50, Z243H



DYNAMICS COMPETITION PRO 5000 (clear)

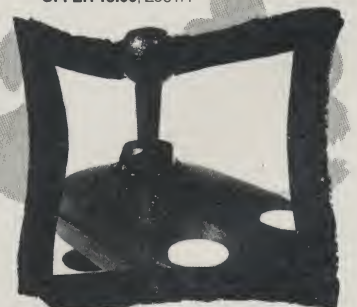
The designer joystick with see-through body.

OFFER 14.00, Z244H

DYNAMICS COMPETITION PRO EXTRA

Features rapid fire, unique slow motion and see-through body

OFFER 15.00, Z501H



POWERPLAY CRUISER RED/WHITE/BLUE

This excellent joystick features microswitch directional control and fire action. A unique variable tension control allows the user to adjust the return force to extra sensitive, normal and firm.

OFFER 9.99, Z245H

POWERPLAY CRUISER STREAM-LINE ALL BLACK

With dual lead for Spectrum 48K/128K/Plus and Plus 2 & 3.

OFFER 12.99, Z450H

POWERPLAY CRUISER CLEAR AUTO FIRE

Simply by holding down either of the fire buttons engages Auto Fire.

OFFER 12.99, Z451H

POWERPLAY CRYSTAL STANDARD

Designed by Peter Lawton Harris of Zip Stik and Super Professional fame. Clear with red fire buttons and pistol grip handle.

OFFER 14.99, Z452H

POWERPLAY TURBO CRYSTAL

Provides fast Auto Fire action.

OFFER 16.99, Z453H

istore

REALLY CHEAP GAMES

C64

4 SOCCER SIMULATORS case
4 SOCCER SIMULATORS case
A QUESTION OF SPORT case
A QUESTION OF SPORT disk
ACE 2008 case
ACE 2008 disk
ACTION FORCE case
ACTION SERVICE case
ACTION SERVICE disk
ARMALYTE case
ARMALYTE disk
BATMAN case
BATMAN disk
BLASTEROIDS case
BLASTEROIDS disk
BOMB FUSION case
BUTCHER HILL case
BUTCHER HILL disk
CAMELOT WARRIORS case
CAYEMAN UOH-LYMPICS case
CAYEMAN UOH-LYMPICS disk
CHICAGO 30's case
CHICAGO 30's disk
DAN DARE II case
DENARIS case
DENARIS disk
DNA WARRIOR case
DNA WARRIOR disk
ELIMINATOR case
ELIMINATOR disk
F-14 TOMCAT disk
FAST BREAK case
FAST BREAK disk
GARY LINEKER HOTSHOT case
GARY LINEKER HOTSHOT disk
GOLF MASTER case
GRAND PRIX CIRCUIT case
GRAND PRIX CIRCUIT disk
GRIBBLY'S SPECIAL DAY OUT case
HAWKEYE case
HAWKEYE disk
HEAVY METAL PARADROID case
HUMAN KILLING MACHINE case
HUMAN KILLING MACHINE disk
HUNTER'S MOON case
HUNTER'S MOON disk
INCREDIBLE SHRINKING SPHERE case
INCREDIBLE SHRINKING SPHERE disk
INTERNATIONAL SPEEDWAY case
JOURNEY TO THE CENTRE OF THE EARTH case
JOURNEY TO THE CENTRE OF THE EARTH disk
LAST DUEL case
LAST DUEL disk
LED STORM case
LED STORM disk
LITTLE COMPUTER PEOPLE case
MASTERBLASTER case
MINI GOLF case
MINI GOLF disk
MOTOR MASSACRE case
MOTOR MASSACRE disk
OPERATION HORMUZ case
OPERATION WOLF case
OPERATION WOLF disk
ORION case
PACMANIA case
PACMANIA disk
PASTERN PAT case
PASTERN PAT disk
REALM OF THE TROLLS case
REALM OF THE TROLLS disk
RENEGADE III case
RENEGADE III disk
ROBOCOP case
ROBOCOP disk
RUN THE GAUNTLET case
RUN THE GAUNTLET disk
SDI case
SDI disk
SERVE & VOLLEY case
SERVE & VOLLEY disk
SOLDIER OF LIGHT case
SPACEBALL case
SPEEDZONE case
STAR TREK case
STAR TREK disk
STEEL case
TOMCAT case
TURBO ESPRIT case
TURBO ESPRIT disk
WANDERER case
WANDERER disk
WAR IN MIDDLE EARTH case
WAR IN MIDDLE EARTH disk
WHO FRAMED ROGER RABBIT disk
ZAMZARA case
ZONETROOPER case

Codemasters £ 7.99 Z504C
Codemasters £11.99 Z504D
Elite £15.99 Z407D
Cascade £ 7.99 Z611C
Cascade £11.99 Z611D
Mastertronic MAD £ 2.99 Z623C
Infogrames £ 7.95 Z610C
Infogrames £11.95 Z610C
Thalamus £ 7.99 Z201C
Thalamus £10.44 Z201D
Ocean £ 7.95 Z405C
Ocean £11.95 Z405D
Imageworks £ 7.99 Z510C
Imageworks £11.99 Z510D
Mastertronic £ 1.99 Z620C
Gremlin Graphics £ 7.99 Z514C
Gremlin Graphics £11.99 Z514D
Mastertronic £ 1.99 Z420C
Electronic Arts £11.95 Z301C
Electronic Arts £ 7.99 Z617C
US Gold £11.99 Z617D
US Gold £ 1.99 Z546C
Go! £ 7.99 Z500C
Go! £11.99 Z501D
Artronic £ 7.99 Z515C
Artronic £11.99 Z515D
Hewson £ 7.95 Z511C
Hewson £11.95 Z511D
Activision £11.99 Z609D
Electronic Arts £ 7.95 Z303C
Electronic Arts £11.95 Z303D
Gremlin Graphics £ 7.99 Z614C
Rack-It £11.99 Z614D
Accolade £ 2.99 Z447C
Accolade £ 7.95 Z506C
Accolade £11.99 Z506D
Rack-It £ 2.99 Z446C
Thalamus £ 7.99 Z077C
Thalamus £10.44 Z077D
GO! £ 2.99 Z624C
GO! £ 7.99 Z612C
Thalamus £11.99 Z612D
Thalamus £ 7.95 Z051C
Thalamus £11.95 Z051D
Electric Dreams £ 7.99 Z507C
Electric Dreams £11.99 Z507D
Silverbird £ 1.99 Z544C
Gold £ 7.99 Z616C
Gold £11.99 Z616D
GO! £ 7.99 Z613C
GO! £11.99 Z613D
Capcom £ 7.99 Z409C
Capcom £11.99 Z409D
Mastertronic £ 1.99 Z622C
Zappellin £ 1.99 Z437C
Gremlin Graphics £ 7.99 Z505C
Gremlin Graphics £11.99 Z505D
Gremlin Graphics £ 7.99 Z512C
Gremlin Graphics £11.99 Z512D
Again Again £ 7.99 Z406C
Ocean £ 7.95 Z307C
Ocean £11.95 Z307D
Rack-It £ 2.99 Z543C
Grandslam £ 7.95 Z302C
Grandslam £11.95 Z302D
Silverbird £ 1.99 Z443C
Mastertronic £ 1.99 Z545C
GO! £ 7.99 Z400C
GO! £11.99 Z400D
Ocean £ 7.95 Z619C
Ocean £11.95 Z619D
Ocean £ 7.99 Z410C
Ocean £11.99 Z410D
Ocean £ 7.95 Z618C
Ocean £11.95 Z618D
Activision £ 7.99 Z411C
Activision £11.99 Z411D
Electronic Arts £ 7.95 Z300C
Electronic Arts £11.95 Z300D
Ace £ 7.95 Z419C
GO! £ 7.99 Z419C
Mastertronic £ 1.99 Z621C
Firebird £ 7.99 Z305C
Firebird £10.44 Z305D
Rack-It £ 2.99 Z449C
Players £ 1.99 Z544C
Encore £ 2.99 Z625C
Encore £ 4.99 Z625D
Elite £ 7.99 Z502C
Elite £ 9.99 Z502D
Melbourne House £ 7.99 Z513C
Melbourne House £11.99 Z513D
Activision £11.99 Z508D
Rack-It £ 2.99 Z448C
Gamebusters £ 1.99 Z542C

AMIGA

4THAND INCHES
4x4 OFF ROAD RACING
ACTION SERVICE
ADVANCED SKI SIMULATOR
ARKANOID: REVENGE OF DOH
BALLISTIX
BATTLE CHESS
BLASTEROIDS
BOMBUZAL
CALIFORNIA GAMES
CAPONE
CAPTAIN FIZZ
COSMIC PIRATE
CUSTODIAN
CYBERNOID II
DEF CON 8
DEFEKTOR
DENARIS
DOWN AT THE TROLLS
DUGGER
DUNGEON MASTER
FLYING SHARK
GALACTIC CONQUEROR
GALDREGON'S DOMAIN
GOLDRUNNER II
HELLBENT
HEROES OF THE LANCE
HUMAN KILLING MACHINE
IK+
INCREDIBLE SHRINKING SPHERE
JOAN OF ARC

US Gold £15.95 Z518D
Epyx £19.99 Z429D
Infogrames £15.95 Z430D
Codemasters £15.99 Z537D
Imagine £19.95 Z420D
Psychapse £15.99 Z606D
Electronic Arts £19.95 Z311D
Mirrosoft £19.99 Z531D
Mirrosoft £15.99 Z531D
US Gold £19.99 Z428
Actionware £23.95 Z314D
Psychapse £11.95 Z528D
Outlaw £15.95 Z533D
Hewson £15.99 Z435D
Hewson £15.99 Z605D
Microprose £19.95 Z422
Gremlin Graphics £15.99 Z530D
Go! £19.99 Z529D
Go! £19.99 Z434D
Line! £15.99 Z520D
Mirrosoft £19.99 Z524D
Firebird £15.99 Z521D
Titus £19.99 Z424D
Pandora £15.99 Z517D
Microdeal £15.95 Z604D
Novagen £15.95 Z425
US Gold £19.99 Z436D
Go! £11.99 Z600D
Go! £19.99 Z519D
Activision £19.99 Z527D
Electric Dreams £19.99 Z309D
Go!

JOURNEY TO THE CENTRE OF THE EARTH
LIVE AND LET DIE
MINI GOLF
MOTOR MASSACRE
NETHERWORLD
NO EXCUSES
OPERATION WOLF
PACMANIA
P.O.W.
POPULOUS
PURPLE SATURN DAY
R-TYPE
REALM OF THE TROLLS
ROADBLASTERS
SDI
SILKWORM
SPACE HARRIER
SPEEDBALL
SUPER HANG-ON
THE DEEP
THE MUMSTERS
THUNDERBLADE
TV SPORTS FOOTBALL
UMS
VIGILANTE
WANDERER
WANTED
WARLOCK'S QUEST
WHO FRAMED ROGER RABBIT
WILLOW
WORLD CLASS LEADERBOARD
ZANY GOLF

US Gold £19.99 Z602D
Domark £15.99 Z516D
Gremlin Graphics £15.99 Z532D
Hewson £15.99 Z525D
Arcana £15.95 Z312D
Ocean £15.95 Z413D
Ocean £19.95 Z427
Grandslam £15.95 Z308D
Electronic Arts £23.95 Z313D
Electronic Arts £19.99 Z540D
Infogrames £19.95 Z431D
Rainbow Arts £19.99 Z601D
US Gold £15.99 Z607D
Activision £19.99 Z421D
Virgin £15.99 Z603D
Elite £15.99 Z523D
Mirrosoft £19.99 Z310D
Activision £18.99 Z426
US Gold £19.99 Z414D
Again Again £15.99 Z535D
US Gold £19.99 Z416D
Rainbird £24.99 Z433D
Rainbird £18.95 Z415D
US Gold £15.99 Z608D
Elite £15.99 Z522D
Infogrames £15.95 Z423D
Infogrames £19.99 Z534D
Activision £19.99 Z538D
US Gold £19.99 Z412D
Electronic Arts £19.99 Z536D

THE MEGA CHOICE:

APART FROM OUR HIGHLY RECOMMENDED GAMES LIST, YOU CAN ORDER ANY GAME RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE ON CASSETTE, CARTRIDGE OR DISK.

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING - NO OTHER EXTRA CHARGES. LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON, THEN ADD THEM UP. ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED. YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

BUDGET RANGE

ORDER FOUR GAMES IN THE £1.99 RANGE AND PAY FOR THREE (£5.97 PAYMENT TOTAL) - A SAVING OF £1.99!
ORDER FOUR GAMES IN THE £2.99 RANGE AND PAY FOR THREE (£8.97 PAYMENT TOTAL) - A SAVING OF £2.99!
JUST FILL IN THE NAME AND PUBLISHER OF THE FOUR GAMES REQUIRED AND THE PAYMENT TOTAL OF £5.97/£8.97 DON'T USE THE OFFER PRICE TABLE!

HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST, INCLUDING MEDIA TYPE, COMPUTER AND ORDER CODE (WHERE LISTED).

IF OFFER PRICE NOT INDICATED, CHECK IN AD OR REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).

LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.

ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO INDICATE EXPIRY DATE!).

REMEMBER: GAMES ORDERS REQUIRE ORDER CODE OR MEDIA TYPE AND COMPUTER, GARMENT ORDERS ORDER CODE OR GARMENT SIZE, HARDWARE ORDERS ORDER CODE. INCOMPLETE ORDER FORMS WILL BE RETURNED.

PLEASE RING (0584) 5620 IF IN DOUBT!

PRICES VALID FOR UK/EIRE/ EUROPE ONLY. FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR AIR MAIL DELIVERY.

DELIVERY:

NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME. GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

SOFTWARE OFFER PRICE TABLE

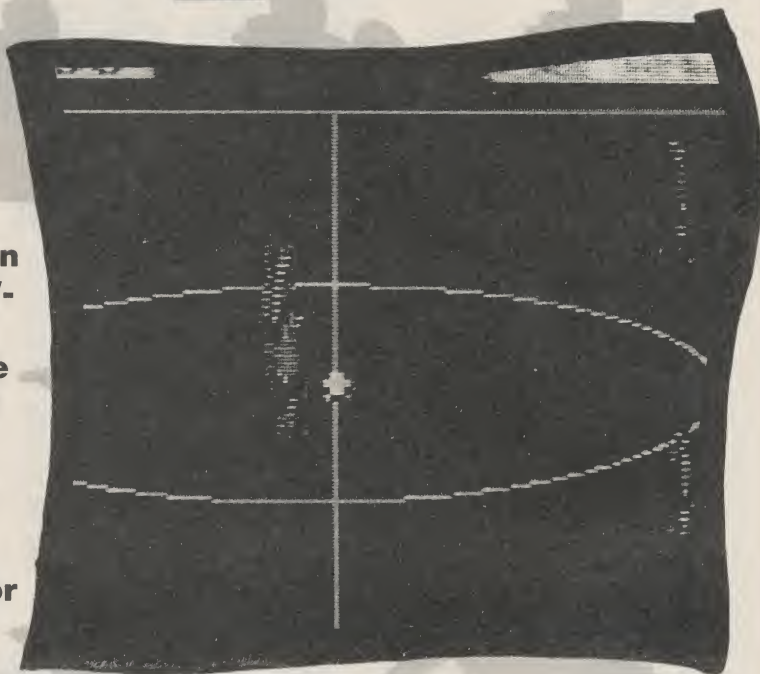
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

ZZAP

SUBS OFFER

SOC-IT and SEE!
Subscribe to twelve
dazzling issues of
the best Commo-
dore games
magazine (Yes, we
mean ZZAP! . . .)
and you'll get CRL's
**INTERNATIONAL
SOCCER** for free.
Actually, there's a
host of goodies to
choose from (just in

case you're weird
and don't luvv soc-
cer). C64 owners can
select **IS** or **DISCOV-
ERY**, C128 owners
get the extra choice
of **ROCKY HORROR
128 SHOW** and
Amiga owners (we
haven't forgotten
you darliinks . . .)
get **HYPERDOME** for
free!



BACK NUMBERS

No 4 August 1985

No 5 September 1985

No 8 December 1985

No 12 April 1986

Three Sizzlers! 1985 ZZAP! Mindsmeat Pre-view! Wild Sounds from your 64 - Datel Digidrum AND Sound Sampler reviewed!

No 13 May 1986

Alter Ego Gold Medal! Two Sizzlers! The Daily Llama - Diary of Minter! Infocom Interview Part 1! Palace Software Interview! Mindsmeat Confession! Imagine Interview! Index for Issues 1-12!

No 14 June 1986

Spindizzy Gold Medal! SIX Sizzlers! Infocom Interview Part 2! Steve Evans Interview!

No 15 July 1986

Leader Board Gold Medal! FOUR Sizzlers! Budget Reviews Bonanza! Euromax's Mouse and Cheese! More Daily Llama - Minter Diary! CRL Previews!

No 16 August 1986

Four Sizzlers! Controversial Musician's Ball Interview! Vidcom Art Package Reviewed! Daily Llama - Minter Diary!

No 17 September 1986

TWO Gold Medals! GAC! FIVE Sizzlers! The Musician's Other Ball - Commodore's Music Expansion System Reviewed! Daily Llama - Conclusion of the Minter Diary! Software Cuties Special! ZZAPSTICK!

No 18 October 1986

FIVE Sizzlers! Two Readers Battle in the Challenge! Greg Barnett interviewed!

No 19 November 1986

148 pages! World Games Gold Medal! FIVE Sizzlers! Delta Four Interview! ZZAPSTICK! John Twiddy Interview!

No 20 December 1986

180 pages! TWO Gold Medals! The Sentinel! Boulderdash Construction Kit! FIVE Sizzlers! Firebird's fabulous Microrhythm Drum Kit reviewed!

No 21 Xmas Special 1986/87

196 pages! ONE Sizzler! Denton Designs Revisited! Desert Island 5.25! Rockford's Round-Up! Tamara Knight - Part 1!

No 22 February 1987

Over FIFTY Pages of Reviews! FIVE Sizzlers! Kele-Line Profile!

No 23 March 1987

TWO Sizzlers! Sensible Software interviewed! The Andrew Braybrook Diary - Mental Procreation Part 1!

No 24 April 1987

ONE Sizzler! SIX Pages of Coin-Op Reviews!

No 25 May 1987

TWO Sizzlers! Crucial Compilations Comparison! Fantastic Oli Frey Pull-Out Poster! Impossible Mission Past Blaster! Index for Issues 13-24!

No 26 June 1987

SAMPLER CASSETTE! TWO Sizzlers! The Terminal Man II - Episode 1! A Hitchhikers Guide to Douglas Adams! Oink's Curly Tale!

No 27 July 1987

THREE Sizzlers! Arcades Analysed! Philippa Irving's Manoeuvres - The Beginning! The Nintendo Console! American Football Round-Up!

No 28 August 1987

Penn leaves! ONE Gold Medal! THREE Sizzlers! Behind the Scenes of the Living Daylights! The C16 scrutinised!

No 29 September 1986

ONE Gold Medal! California Games! FOUR Sizzlers! The Sega Console! Raster Interrupts De-Mystified!

No 30 October 1987

ONE Gold Medal! Bubble Bobble! THREE Sizzlers! THREE Silver Medals! The Advanced OCP Art Studio! Mel Croucher and PBM - The Beginning! Arcades Analysed! First Part of Shoot'em Up History!

No 31 November 1987

148 pages! THREE Sizzlers! Accolade's Comics! RPG's Scrutinised! Combat Zone! Microprose Feature! Ubik's Music!

No 32 December 1987

164 pages! THREE Gold Medals! THREE Sizzlers! 16-bit Special! Predator Film Expose! PCW Show Report!

No 33 Xmas Special 1987/88 (January 1988)

196 pages! EIGHT Sizzlers! A Day At The Arcades! Crucial Compilations! Fabulous Giant Poster! A Musical Interlude!

No 34 February 1988

FOUR Sizzlers! Flying Tonight! Predator Pull-Out Poster! Amiga Action!

No 35 March 1988

ONE Gold Medal! ONE Sizzler! Valentine's Day Pull-Out Poster! The Future Of Computers - A look at Sci-Fi Films! Electronic Imagery - Digital Pictures Interview!

No 36 April 1988

TWO Sizzlers! 16 page Amiga supplement! Walker's Way - New Diary of a Game series! Budget Test!

No 37 May 1988

THREE Sizzlers! 16 page ZZAP! TIPS MEGA-SPECIAL! Mel Croucher's look into the future of the software industry! Amiga Action!

No 38 June 1988

ONE Gold Medal! ONE Sizzler! Amiga Action! ZZAP! Mega-Index! Another Crucial Compilation Comparison! Mel Croucher's Hack To The Future Part 2! Budget Test!

No 39 July 1988

ONE Gold Medal! ONE Sizzler! 16 page Arcade supplement! Mel Croucher's Future Of The Software Industry! Budget Binge! Amiga Action! ZZAP visits Microprose!

No 40 August 1988

TWO Gold Medals! ONE Sizzler! The Definitive Guide To Puzzle Games! Mammoth Compunctness! Amiga Action! Barbarian III!

No 41 September 1988

156 pages! TWO Sizzlers! PG's Big Tips - 32 page POKEs, maps and cheats! Mel's Future Of The Software Industry! Massive Enter The Harlequin!

No 42 October 1988

Free Time Tunnel covermount game! 24 page PC Show supplement! ACME large Amiga supplement! Re-Release Roundup! ONE Gold Medal! THREE Sizzlers!

No 43 November 1988

156 pages! FREE cassette covermount featuring Cybernoid 2 and HawkEye demos! ONE Gold Medal! THREE Sizzlers! Massive 32 page Amiga section! Mel's Classic Computer Cock-ups! Having Knightmares - Anglia TV's RPG show!

No 44 December 1988

228 pages! FREE cassette covermount featuring Thunderblade and Pepsi Mad Mix demos! 2 Gold, 1 Silver Medal and 7 Sizzlers! Xmas re-release round-up! ZZap! Hardwearing hardware round-up! The casual observer's guide to Zzap! reviewers! Zzap! index! Compilofax - the compilation round-up! Amiga Action!

No 45 January 1989

FREE cassette covermount featuring Robocop demo and Parallax full game! FOUR Sizzlers! Robocop feature and review! Another helping of Chuck Vornit! Classic Computer Cock-Ups!

No 46 February 1989

ONE Gold Medal and FOUR Sizzlers! Rainbow Arts - As They Play in Germany! Reviewed: 16-bitish Elite, Total Eclipse, Microprose Soccer, Ingrid's Back (what about her front!)

No 47 March 1989

5 Sizzlers! LED Storm, Rocket Ranger, Bat Man, Zak McKracken and TV Sports Football! Playing Tips: Soldier of Fortune map, Operation Wolf, Bombuzal, Elite, Armalyte and Empire Strikes Back tips!

No 48 April 1989

Free Blasteroids poster! Top games reviewed: Blasteroids, Populous, Pastfinder, Grand Prix Circuit, Dungeon Master (GM), DNA Warrior, R-Type, Denaris, ISS! Plus Me Frank Tips with a map of Total Eclipse and a complete solution to Batman!



HOLY RUDEWORDS! IT'S ME TIPS!

Super heroes abound this month, with the solution to A Fete Worse Than Death – the Joker part of Batman – along with maps to both sections. Holy halibut! That's good stuff, innit? And that's not all! We've also got ... er ... some other stuff. Not too sure at the minute, 'cos I haven't sorted them out. I'm just about to, though. A few tricks with a word processor and a staple gun and you won't know what's hit you! On second thoughts I think I'll just stick to the tips. So it's time to get all dolled up in me cape and ... TO THE BAT POSTSACK! Waaaa! (thud) HOLY HAIRNET Who left that football there! (Rubbish reviewer wearing bedraggled Batman costume hobbles off to desk).

HUNTER'S MOON (Thalamus)

This isn't quite the listing that we had in last time. This time it's for invincibility, so that you can plough through hordes of alien thingies. Whoar! Cor! Yay! and other expressions of enthralment. Who sent it in? Oh, it was George Allan and George Paterson. Type it in, SAVE it for future use, then RUN it. The program should then load with incy-vincy-bility.

DEFLEKTOR (Gremlin)

Unfortunately, this tip only works for those people using an Expert cartridge (all together now, 'Aaaaawwww!'). Load the game up with the cartridge (using Expert-Boot), RUN it and wait until the title screen appears – now, instead of pressing 5 plug a joystick into port one. By pushing up on the joystick, you can move forward through the levels; to go back push the stick left. Erwin Van Immerseel (who sent this tip in) also says that sometimes you can move the end generator and walls around as well. Good stuff. Thanks Erwin!

TURBO BOAT SIMULATOR (Silverbird)

Warren Pilkington must like budget games, as he sent in these POKES. Load up the game and reset the 64. Now type the following to affect the game ...

POKE 27937,173 (RETURN) for infinite lives

POKE 29955,173 (RETURN) for infinite power

POKE 27730,1 (RETURN)

POKE 27983,1 (RETURN) to get just one object to finish level

Press RESTORE or type SYS 27650 (RETURN) to restart.

```
0 PRINT CHR$(147)
10 FOR A=543 TO 623:READ B:C=C+B:POKE
A,B:NEXT
20 IF C<>9075 THEN PRINT "DATA ERROR!":END
30 SYS 543
40 DATA 32,44,247,56,169,21,141,177
50 DATA 3,169,55,141,178,3,169,106,141
60 DATA 179,3,32,108,245,169,67,141
70 DATA 39,192,169,2,141,44,192,32
80 DATA 191,3,96,72,169,234,141,160
90 DATA 1,169,76,141,161,1,169,92
100 DATA 141,162,1,169,2,141,163,1
110 DATA 104,76,226,193,162,5,189,106
120 DATA 2,157,168,8,202,16,247,76
130 DATA 27,8,169,96,141,169,31,234
```


PRO SKATEBOARD SIMULATOR (Code Masters)

Not that bad a game this. Jon Barry from Walsall thinks it's alright, so he's come up with this reset POKE. Reset the machine using one of them 'unstoppable' cartridge thingies then type the

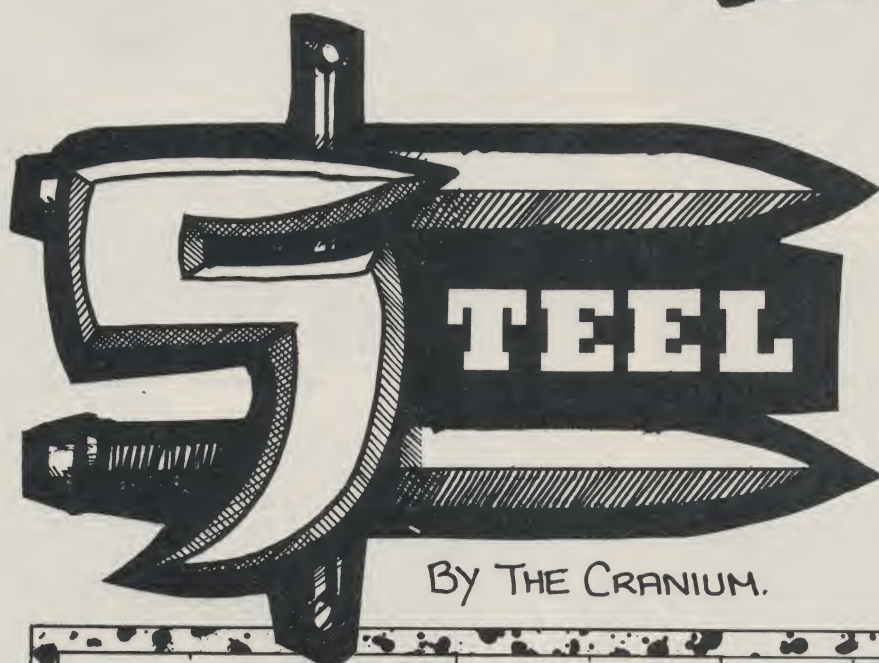
following.

POKE 3701,96 for infinite time
POKE 56576,103:SYS 28416 to
restart.

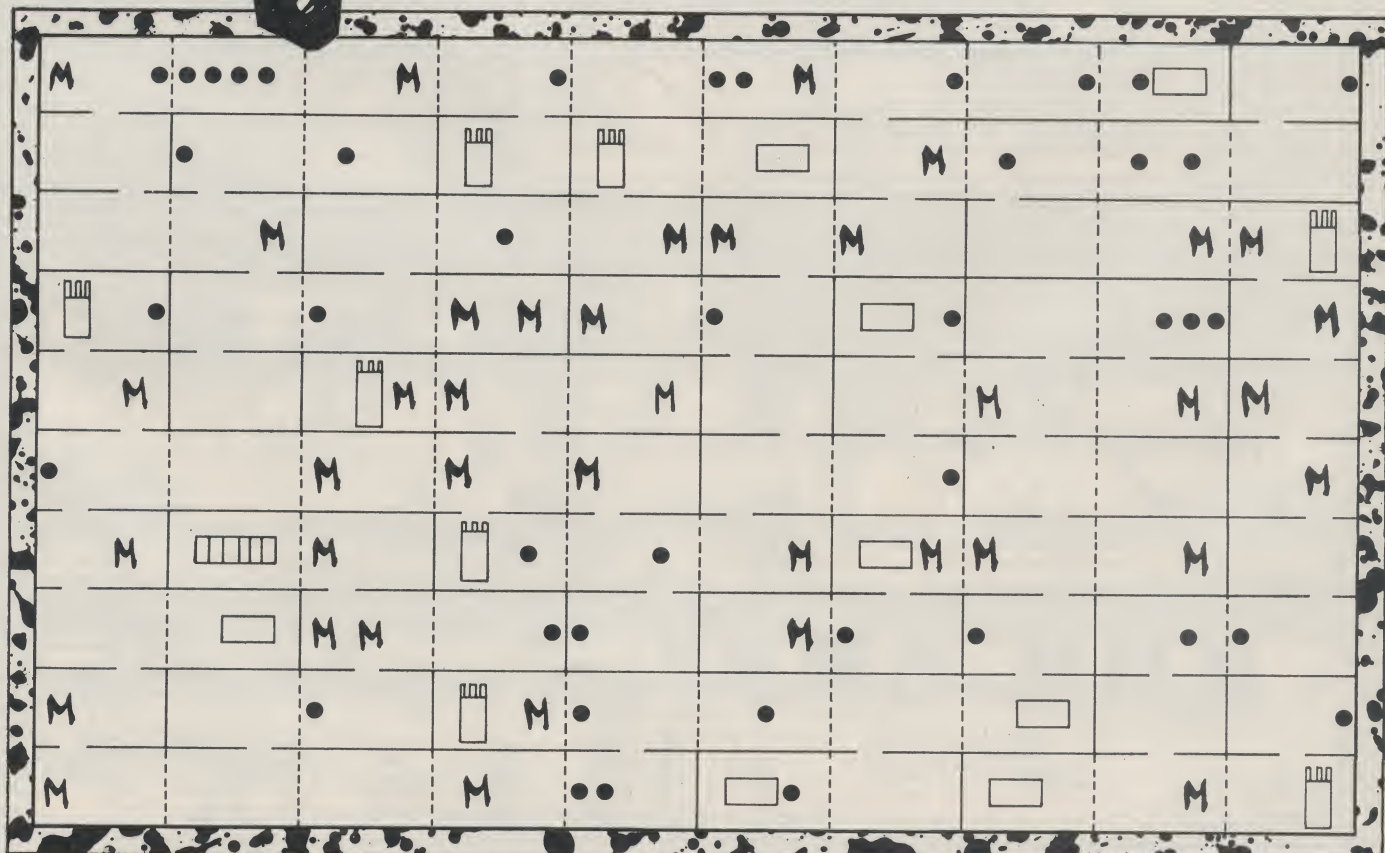
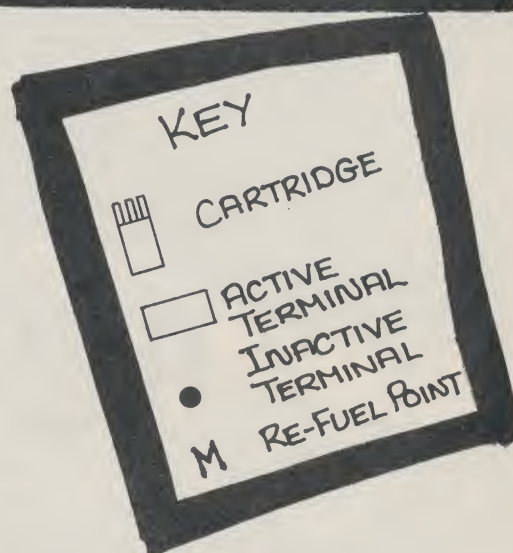
MASTERBLASTER (Zeppelin)

This is an absolutely awful game! Fancy doing that to such a good song title (by Front 242, I must add *You don't have to, Maff - Ed*). Warren Pilkington from Manchester thinks it's rubbish as well; I know 'cos he told me in his letter. Still here's a little bit of interesting stuff: if you reset the machine at the loading screen, then type SYS 20480 (RETURN) you can hear the loading tune to your heart's content. Aaaaand...

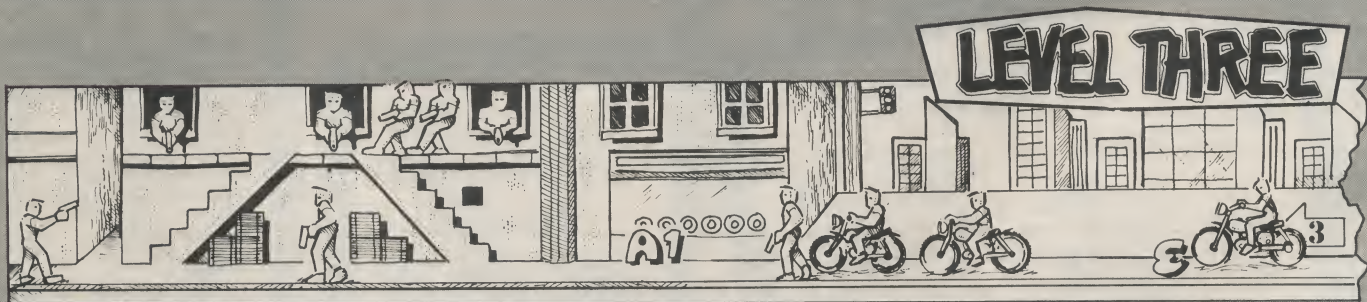
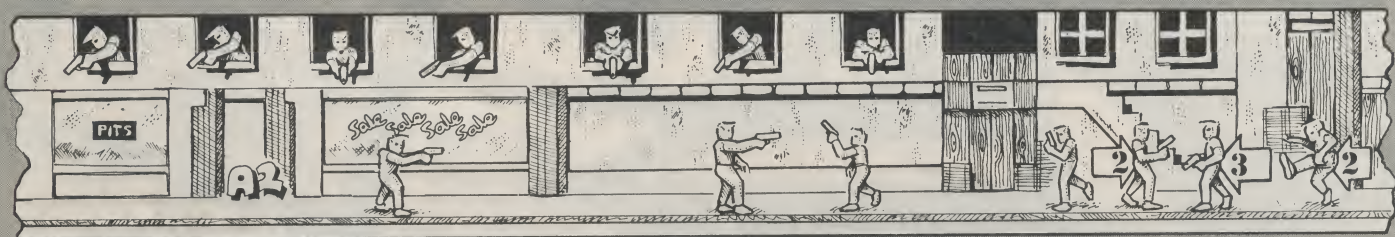
If you load the game and reset the computer, then type SYS 5200 (RETURN) you can see a 'good end sequence' as Warren puts it. Er, if you say so Waz!

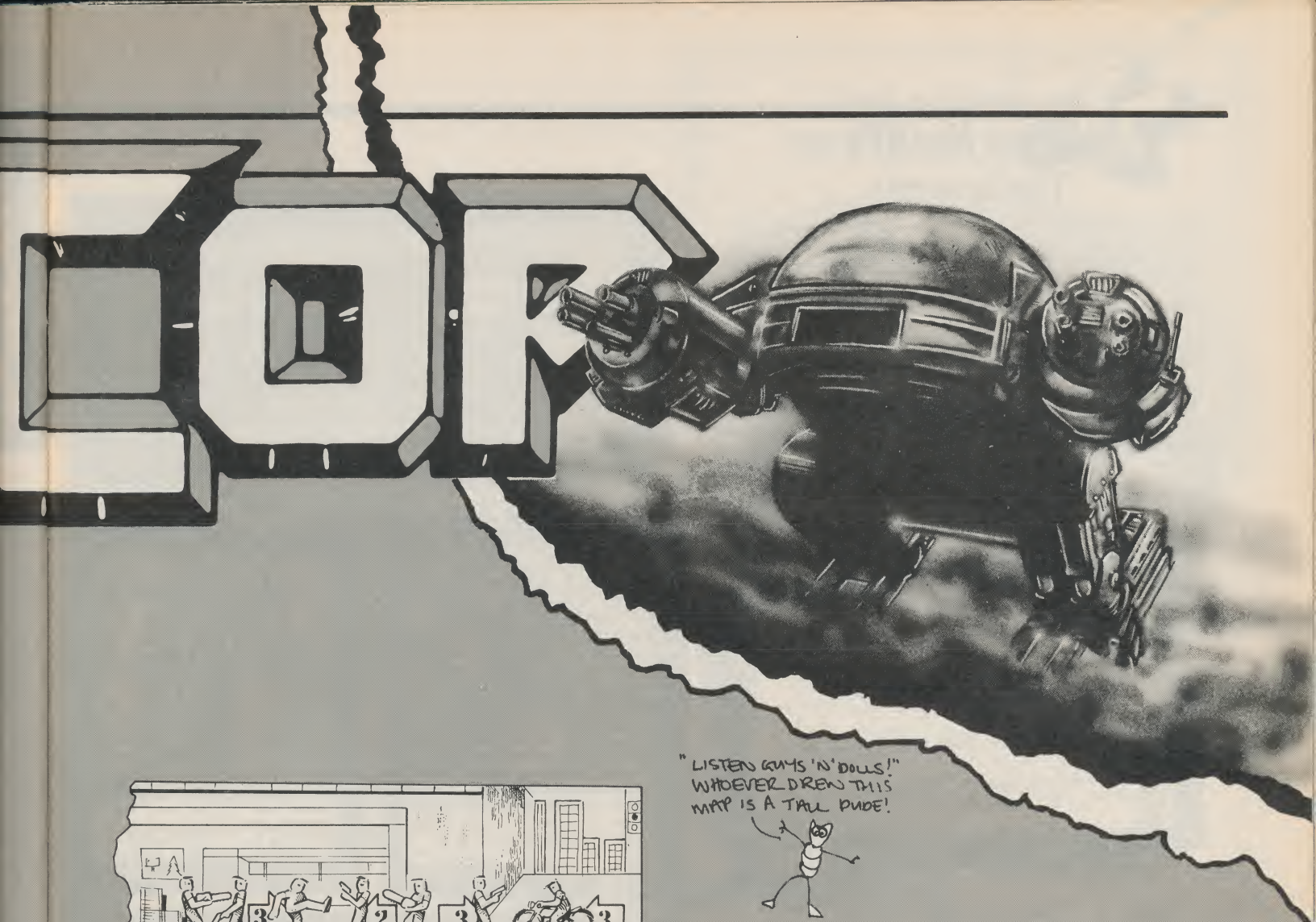


By THE CRANIUM.

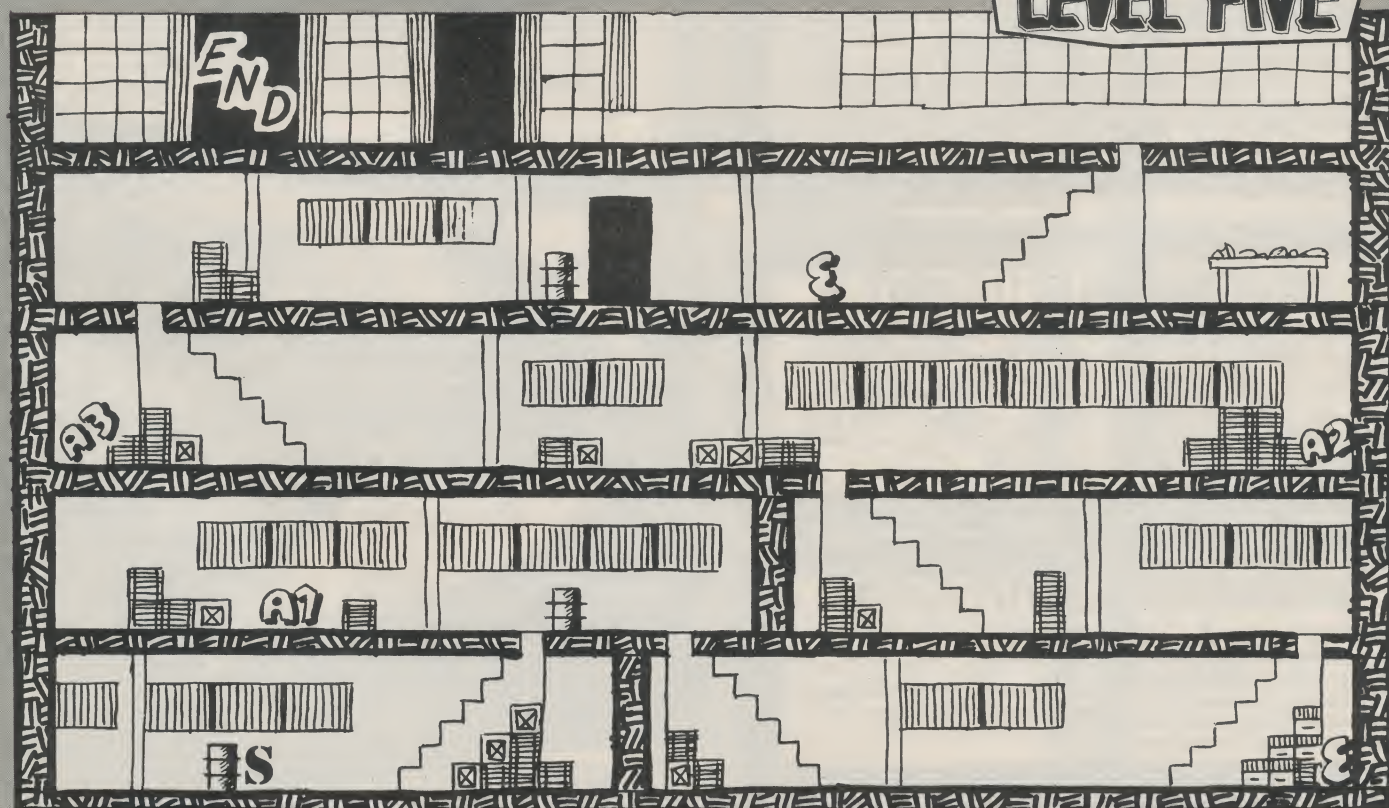


ZZAP! Me TIPS ROBBO





LEVEL FIVE





PACMANIA (Grandslam)

Waaay! Yahaaahooo! This is it! The first listing of the month! Hooray! Oh, alright then, maybe not. Well it is a listing and it's for Pacmania and it's from Gareth Edmondson from West Glamorgan. It makes the game . . . ooooooh, just a bit easier. Try it for yourself. Just type it in, SAVE and RUN it . . . with your Pacmania tape in the player ready to load, of course.

```
1 REM PACMANIA CHEAT
2 FOR X=320 TO 357: READY: C=C+Y: POKE X,Y:
NEXT
3 IF C=3695 THEN POKE 157,128:SYS 320
4 PRINT "DATA ERROR!!!" :END
5 DATA
32,86,245,169,81,141,202,2,169,1,141,203,2
6 DATA
96,72,77,80,169,94,141,134,5,169,1,141,135
7 DATA 5,76,0,4,169,165,141,104,111,76,0,56
```

SAMURAI WARRIOR (Firebird)

Remember waaaay back in Issue 39, there was a couple of reset pokes to give more energy on this ace fumpin' game? But it didn't give infinite energy, did it? Well R Motler has sent in this cheat to make sure that your energy level doesn't go below four bars. Just type HHDSFHHH on the score table: the border should flash and a figure 8 should appear. This signifies that the cheat is operational. If you want to turn the cheat off, just type HHDSFHHH on the score table again. Be warned, however. This cheat doesn't affect Karma.

DRAGON NINJA (Ocean)

The amount of people who sent this in is more than . . . six. Probably 'cos it's quite obvious really. When you die on the fourth level and it says 'Rewind tape', DON'T! Just leave the tape going and the next set of levels

will load, giving you access to the later bit with five lives and full time. Makes things a bit easier. Thanks to those who bravely struggled to find that out but never got their name mentioned.

THUNDERBLADE (US Gold)

If you 64 Thunderblade fans keep getting a missile up your tailpipe, then try this little reset poke from Roy, Stu, and Tel-Son. Load the game, reset the machine and enter the following

POKE 4159, number of lives (3-255) RETURN
and type SYS 4096 to restart with more helicopter backup.

SPITTING IMAGE (Domark)

It's the man with the glasses again! You know, Joe 90. What do you mean you don't remember? Swivelly chair and that round cage thing! You know! Oh, suit yourself then. Here's the 64 tips anyway . . . Load up and reset the game

and enter POKE 3314,173 (RETURN) for player one infinite lives and POKE 3348,173 (RETURN) for infinite lives for player two. Aaaaand the magic number for all the restartin' stuff is SYS 2816 (RETURN). Cheers, four-eyes (only joking!).

ELITE (Firebird)

A little bit to follow up on Andrew McGarrigle's Amiga stuff. If you don't remember, it's type SARA instead of the password at the beginning, then type the real password. This starts up the cheat. Now to enter the cheat screen press the asterisk in the numeric keypad. Simon Liu has sent in this useful tip. Changing the value of byte 97 (in hex) changes your rating, from 00 (harmless) to 08 (Elite). Wow! Well 'ard!

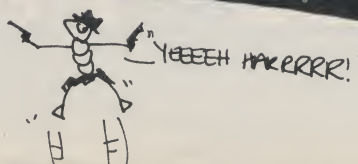
LAS VEGAS CASINO (Zeppelin)

No longer much of a gamble on the roulette any more, thanks to G Towers in Warrington. Just bet the lot on black seven, then the lot on black nine. You should now win £50,000 and see a picture of a car. How exciting!

CARRIER COMMAND (Rainbird)

Well this took while to appear didn't it? Or maybe I'm just behind. This was sent in by an anonymous tipster who says do this . . .

Pause the game from the main viewing screen and type THE BEST IS YET TO BE complete with all the spaces. The game should start automatically. Now pause the game and press + or - to toggle manta invincibility. Then it gets a bit vague, as he (or she, as I don't know who it is) says 'Try other numbers on the keypad when paused. You might get refuelled or something.' Very precise. Still, it seems to work!



ARKANOID II – REVENGE OF DOH (Imagine)

Well yeah, so what if we've had a listing in for this before? That one was for the lives and stuff. This one's better, oh yes sirreeee! It gives you infinite lives and allows you to advance levels by pressing the RESTORE key. Whoar! This was sent in by... er... oh. They haven't put their name on the letter. Anyway whoever it is they come from Wrexham, which isn't that far from where I used to live. Now, it's a bit long, so make sure your fingers are well oiled...

```
1 PRINT CHR$(147)
2 FOR I=2816 TO 2920:READ X:A=A+X:POKE I,X
4 NEXT
5 IF A<>11967 THEN PRINT "ERROR!"
6 DATA 162,37,189,17,11,157,128,1,202
7 DATA 16,247,162,255,154,76,128,1
8 DATA 32,86,245,169,144,141,240,3
9 DATA 169,1,141,245,3,76,167,2
10 DATA 169,32,141,84,3,169,162,141
11 DATA 85,3,169,1,141,86,3,76
12 DATA 0,8,169,176,141,115,1,169
13 DATA 1,141,116,1,173,18,208,96
14 DATA 169,173,141,255,9,162,7,189
15 DATA 205,1,157,0,6202,16,247
16 DATA 162,0,160,61,142,250,255,140
17 DATA 251,255,76,212,6,169,255,141
18 DATA 67,3,76,88,55,76,212,6
```

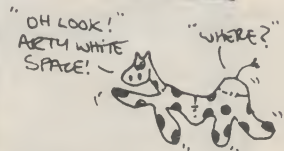
EMPIRE STRIKES BACK (Domark)

Yes, you CAN believe your eyes, it IS another tip for Empire. Seem to be getting a bit of a regular thing, don't they? Still, on with the biz for the 64 version cheat...

According to David Robertson, if you press and hold SPACE BAR, B, N, M, J, K, and L, you get infinite shield energy. Good, eh? No need to turn to the dark side now, is there?

BULLDOG (Gremlin)

This little one was sent in by Lawson Davies from Pencoed, South Wales. He says that if you type 'c' on the score table (including apostrophes, otherwise it just won't work) you will be blessed with infinite ships. Thanks Laws, me auld mate (no, I've never met him).



ROCKFORD (M.A.D)

Not a great game, but it was cheap, so some people are bound to have bought it. Henrik Moerk Matzen from Denmark has sent in some pokey things, so here we go...

Load the game and reset the 64 (the usual process as Henrik so rightly points out) then type the following...
POKE 58199,165 (RETURN) POKE 61881,165 (RETURN) for infinite lives
POKE 61875,76:POKE 61876,187:POKE 61877,241 (RETURN) to get rid of sprite to sprite collision detection
POKE 63890,165 (RETURN) to be free (erm...)
POKE 64017,169:POKE 64018,0 (RETURN) so that you only have to pick up one diamond
SYS 51992 (RETURN) restarts the game.

SWORD OF SODAN (Discovery Software)

Don't remember seeing this one wend its way into the office (moan, moan, grumble). Anyhow, I've got this tip from D Jones in Welwyn Garden City. Play the game once so that you get on the score table and enter any name you want. Start the game again so that your player

is on the screen and type DISCOVERYSOFTWARE (no space). Now if you press return you will go onto the next level with infinite lives. If you want to get onto even higher levels then simply press return and BINGO! There you are!

R-TYPE (Electric Dreams)

Resetty-setty pokeys for thissy... no, it's no good. I can't keep this up any longer. Just load R-Type, reset the game on the title screen and type these pokes...
POKE 12865,173 (RETURN)
POKE 12957,173 (RETURN) for infinite lives
POKE 12700,96 (RETURN) to disable collision
SYS 32768 (RETURN) to restart.
By the way, if you haven't got a reset switch, watch out for some non-reset POKES coming your way real soon!

MENACE (Psyclapse)

Joe 90 has been getting his glasses in fettle and produced these POKES. Load up the game, reset it on the title page and enter the following.
POKE 8980,234 (RETURN)
POKE 8981,234 (RETURN) for infinite energy
POKE 8228,0 (RETURN) for infinite cannon
POKE 8243,0 (RETURN)
POKE 8261,0 (RETURN) for infinite lasers
SYS 2080 (RETURN) restarts.

RAMBO III (Ocean)

A small tippette for the Amiga version of this 'hard man' game. Just type RENEGADE on the score table then press 1,2 or 3 on the title screen to access any of the three levels. Thanks to ABC in Bridgend for that one.

FIREBIRD SAMPLE PLAYER

Pure self indulgence, this one. I like it so I've put it in. It's from the man with the budget POKES himself, Jon Barry and it enables you to play samples in any sequence you want from DATA statements - useful for demo designers everywhere. Now it's a bit complex, so listen carefully...

First load up the game you want (Slimey's Mine, I, Ball or Arcade Classics) type in and SAVE the following listing, then RUN it.

```
1 REM FIREBIRD SAMPLE REPLAY
2 REM BY JON BARRY
3 :
5 FOR T=4096 TO 4145:READ A:POKE T,A:NEXT
6 POKE 56,16:NEW
10 DATA 120,169,53,133,1,160,0,177,251
20 DATA 41,15,141,24,212,166,254,202
30 DATA 208,253,177,251,74,74,74,74
40 DATA 141,24,212,166,254,202,208,253
50 DATA 200,208,227,230,252,165,252
60 DATA 197,253,208,219,169,55
70 DATA 133,1,88,96
```

Done that? Now, type in the next listing and SAVE it.

```
1 REM ZZAP! BEATBOX
2 REM BY JON BARRY
3 :
10 RESTORE
20 READ L,H,D:IF L<0 THEN 10
30 POKE 251,0:POKE 252,L
40 POKE 253,H:POKE 254,D
50 SYS 4096
60 GET A$:IF A$="" THEN 20
100 DATA ..... -1,0,0
```

BACK TO REALITY (Mastertronic)

Not simply another batch of infinite lives POKES these. Oh, no. Something far more interesting has made its way into the office from Grant Robson in Renfrewshire. Load up the game, reset the machine and enter some of the following for some diverse effects.

POKE 53271,3 (RETURN) POKE 53277,3 (RETURN) to make your character larger than everything else
POKE 53271,252 (RETURN) POKE 53277,252 (RETURN) to make all the other sprites larger and leave your character the same size
POKE 53271,255 (RETURN) POKE 53277,255 (RETURN) to increase the size of everything (if you know what I mean - nudge, nudge)
POKE 53271,0 (RETURN) POKE 53277,255 (RETURN) to play BACK TO HOUGHTON (Ha ha, how mildly amusing Grant)
POKE 53271,255 (RETURN) POKE 53277,0 (RETURN) to play ADVENTURES OF A DRAINPIPE (Hoo-hoo! No Grant, please or I'll crack a rib!)
POKE 24752,x (RETURN) to change the colour of your character's top, where x is replaced by 0-15
POKE 24753,x (RETURN) to change the colour of your character's trousers
POKE 30916,234 (RETURN) POKE 30917,169 (RETURN) POKE 30918,0 (RETURN) to rn the music off.
And after all that, type SYS 16384 to restart.

Now the last DATA statement isn't the one to use. This is where you put the data for the samples you want to play and this is the structure...

L,H (from the following sample tables),speed of sample (1 fastest, 255 slowest, 20 normal)

If you want the sequence to carry on *ad infinitum*, then put the -1,0,0 at the end of the data.

Well, now that you've got the listings, I suppose that you want some data to put into them. Well, here are a few table fingies for just that purpose.

SLIMEY'S MINE

SAMPLE	L	H	SAMPLE	L	H
'Get ready!'	128	134	'Transfer!'	178	186
'You are here'	134	141	'Bertie!'	186	191
Gulp	141	144	Snore	191	196
Drum	151	156	Whistle	196	200
'Got 'im!'	156	161	'Game over'	224	233
'Ow!'	161	166	'Aaargh!'	233	245
'Ur!'	166	170	Rude message	245	250
'Screen cleared'	170	178			

I, BALL

SAMPLE	L	H
'I, Ball!'	160	172
'Oh, no!'	172	183
'Game over'	183	192

ARCADE CLASSICS

SAMPLE	L	H
Guitar	176	185

We also have tables for the sounds in Microrhythm+, so if you want to have them just drop me a line. If there are enough requests I'll stick 'em in the mag. On the other hand, if you're not too much of a whizz with data stuff, here's a little demo that Jon sent in for Slimey's Mine. Just add these statements to the end of the Beatbox program -

```
100 DATA 141,144,20,166,170,10
110 DATA 178,,179,15,178,179,17
120 DATA 178,179,19,178,186,21
130 DATA 141,144,45,233,245,6,-1,0,0
```

ATTACK OF THE MUTANT CAMELS (Llamasoft)

Well, well, well. What have we here. Some more shape changing POKES from the amorphous one himself, Grant Robson. This time for the hairy Minter's classic (pah) game. To expand stuff, look up the numbers of the bits you want to increase and add them together, then put them in POKE following the list.

- 1 - Your ship
- 2 - Your laser fire
- 4 - Camel's laser fire
- 8 - Top left of camel
- 16 - Top right of camel
- 32 - Bottom left of camel
- 64 - Bottom right of camel

and the POKE is POKE 5148,x (RETURN)

So if you wanted to expand bits 1, 8, and 32, you would add them to get 41 and enter POKE 5148,41 (RETURN), dead easy, eh?



ARMALYTE (Thalamus)

Now this listing isn't for the casual POKES typist. It's a seerious listing, knowworramean! As well as giving infinite lives for both players it allows you to select any level - including the end sequence! The amazing technoboffin responsible for this is Anton Von Deurzen, also known as the Angel of Death (yeah, I'm sure). Off yer go...

```

10 POKE 63410,96:PRINT CHR$(147):A=40832
20 FOR X=0 TO 6:READ C:A=A+1:NEXT X
30 PRINT "UNLIMITED LIVES PLAYER 1?":GOSUB
150
40 IF A$="N" THEN GOTO 60
50 POKE 59891,173
60 PRINT "UNLIMITED LIVES PLAYER 2?":GOSUB
150
70 IF A$="N" THEN GOTO 90
80 POKE 59991,173
90 PRINT "STARTING LEVEL (1-7) OR FINAL SCREEN
(8)?"
100 GET A:IF A=0 THEN 100
110 IF A<1 OR A>8 THEN GOTO 140
120 IF A<8 THEN GOTO 140
130 POKE 45058,A:POKE 45060,0:SYS 40832
140 POKE 45059,A-1:POKE 45058,A:SYS 40832
150 GET A$:IF A$="" THEN 150
160 RETURN
170 DATA 169,54,133,1,76,209,179
    
```

SLIMEY'S MINE (Silverbird)

'Bertie!' 'Gaayyme Over!' 'You are here!' Come on, you know the stuff! Well, Jon Barry certainly does. He's sent in these reset fings. Load the game, reset on the title screen and enter THIS...

POKE 2282,173 (RETURN) to remove firing after the screen is cleared
 POKE 30305, speed of game (0-255)
 POKE 2249,173 for a reeeaaally fast game
 POKE 2255,173:POKE 2327,169:POKE 2328,0:POKE 2329,141:POKE 2330,207:POKE 2331,74 (RETURN) for infinite energy
 POKE 23474,32 reveals hidden part of scrolling message
 POKE 29958,169: POKE 29959,x: POKE 29960,234: POKE 29965,23 where x is replaced by - 1 for big Slimeys, 254 for big Enemy or 255 for big Enemy and big Slimeys
 Type SYS 23052 to start.



VINDICATOR (Ocean)

Time for another couple of POKES! (I do apologise) from Roy, Stu and Tel-Son. This time it's for the first part of Ocean's Vindicator. Load it up, reset it and enter these...

POKE 34644, number of lives (3-128) (RETURN)
 SYS 34480 (RETURN) plonks you back into the game. That's it. Painless enough eh?

LAND OF NEVERWHERE (Power House)

No, I've never heard of it either. Still, Stuart King from Blackpool has and he sent in this POKE. Load up the game, reset the 64 and type POKE 35587,234 (RETURN) to disable sprite to sprite collision detection. When you're

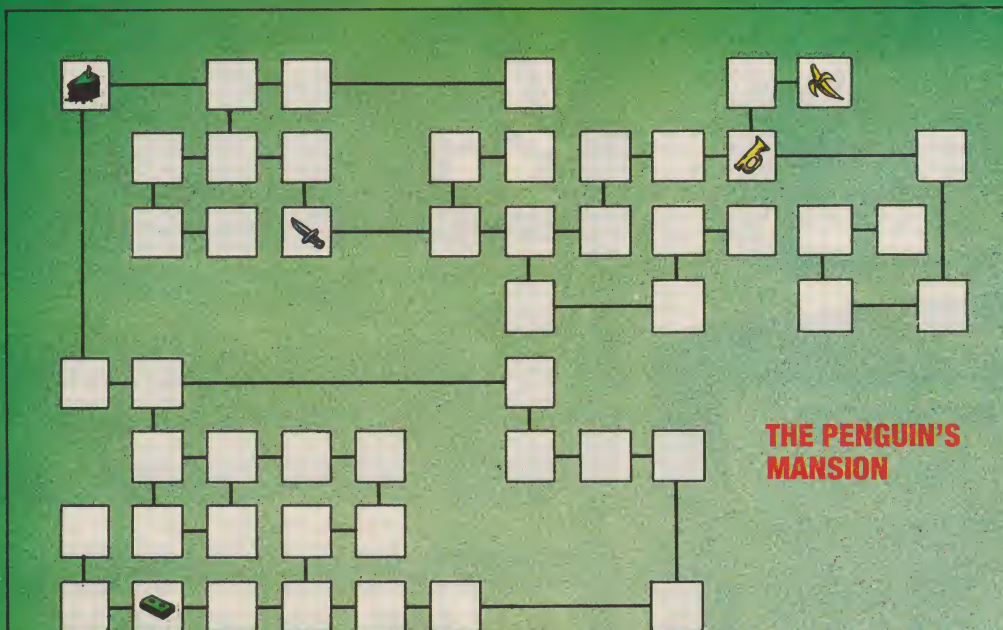
ready to rock, type SYS 30000 (RETURN) to restart, or SYS 30250 (RETURN) if you want to just listen to the music. When you're ready, press RESTORE to start the game.

BATMAN

Me TIPS



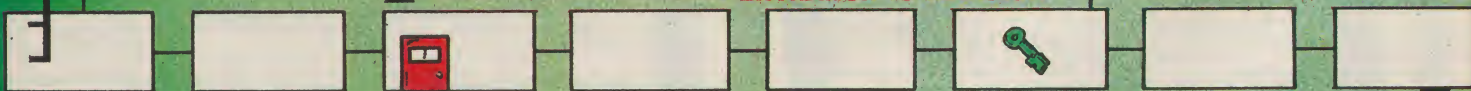
LADDER TO ROOF



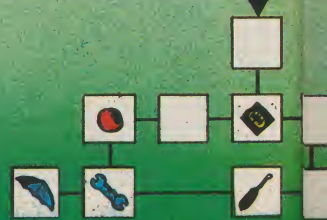
THE PENGUIN'S MANSION

ENTRANCE TO MANSION

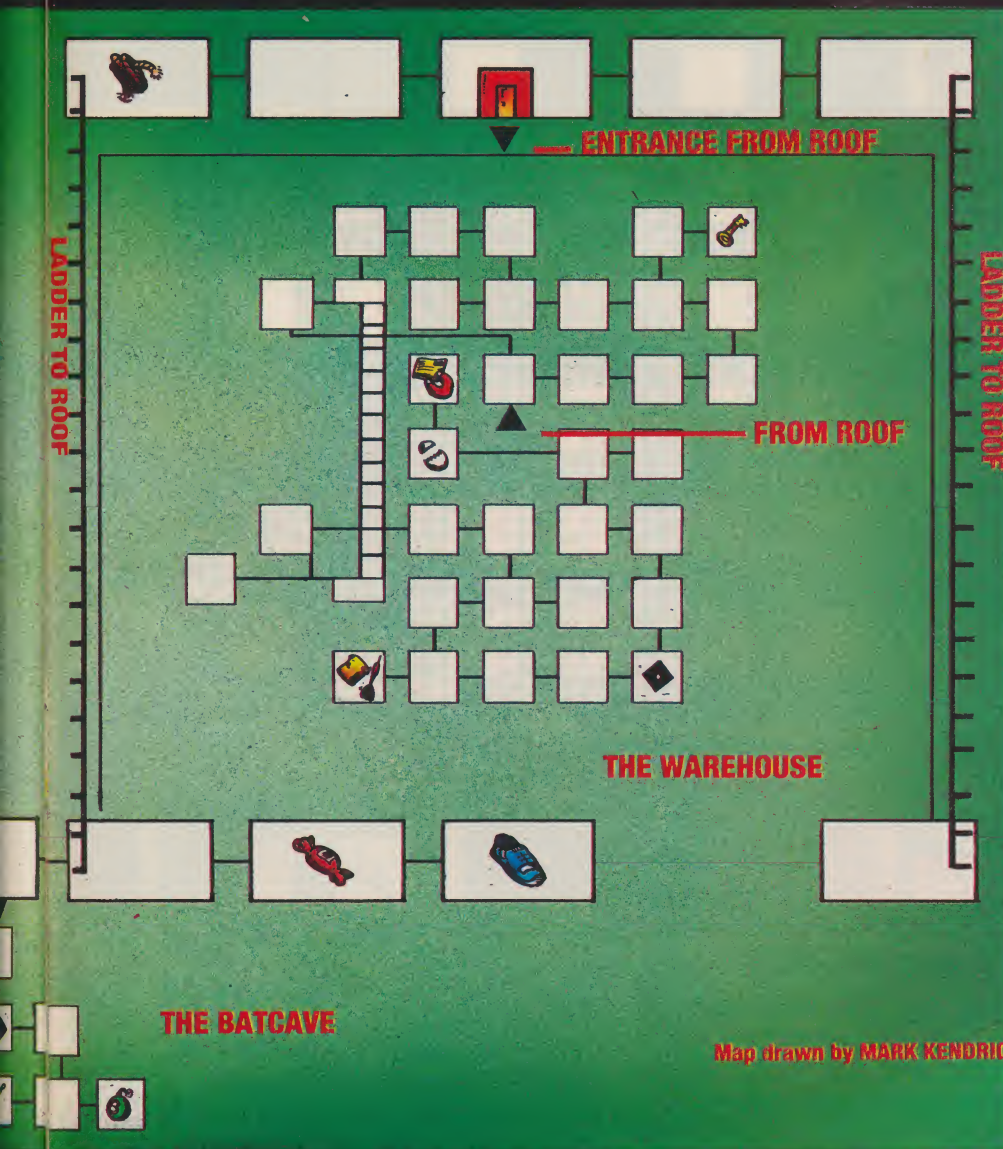
THE STREET



A BIRD IN THE HAND



MAN



OBJECTS

- Toast
- Sweet
- Egg
- Pop
- Cake
- Nana
- Trumpet
- Knife
- Video Tape
- Games Disk
- Bat disk
- Lift Key
- Door Key
- Pass Card
- Dart
- Magnet
- Rope
- Lock Pick
- Tool
- Bomb
- Torch
- Batarang
- Red Nose
- Trainies

NOTE: All objects except the BOMB and the KNIFE must be used for maximum score



McTIPS



OBJECTS



Batarang



Torch Mask



Bulb



Ears



Food



Toilet Roll



Teeth



Shades



Wire Cutters



Joker Card



Clogs



Money



Camera



Harmonica



Elephant



Dagger



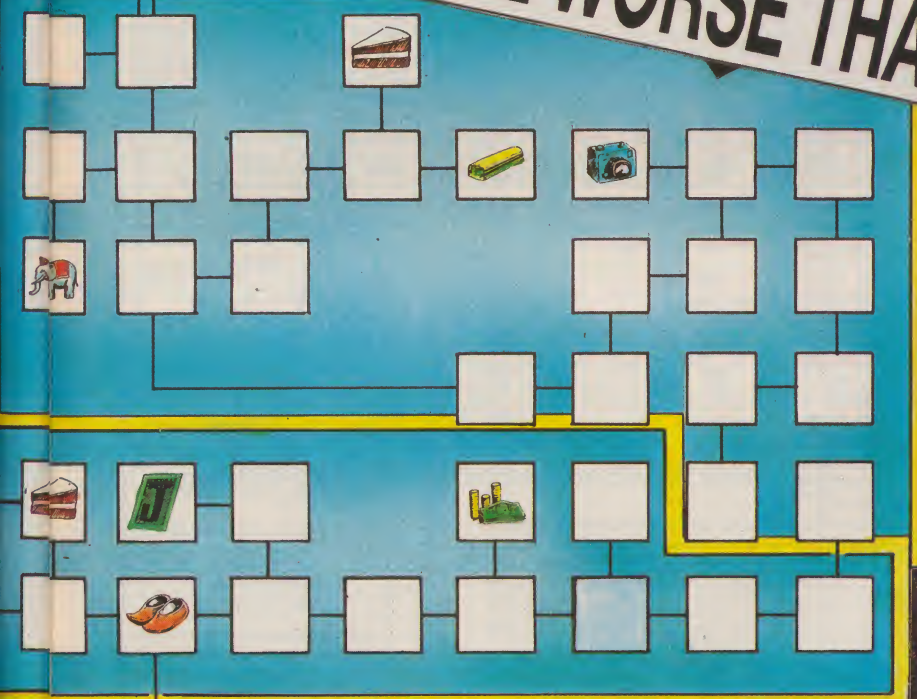
Hammer and Nails



Robin

BATMAN

A FETE WORSE THAN DEATH



BATMAN, PART 2 – THE JOKER (OCEAN)

Chris Pratt (sounds a bit like bat. OK, so it doesn't) from Morpeth, Northumberland has sent in the solution to the Joker adventure. So masks on, heads down and yer off!

First of all, find the LIGHTBULB in the Batcave and use it in the dark room. This will illuminate the GAS MASK and the FLASH LIGHT. Go out of the batcave and use the GAS MASK before going into the sewers as this will stop your energy level hurtling down. Use the FLASH LIGHT in the dark sections of the sewers to see where you're going. Next find the FALSE TEETH, which enable you to eat food. Find the SHADES and keep them for future use. Pick up and use the EARS for a few extra points.

When you reach the fairground, search the tents for the money and use it in the fruit machine room. Keep trying to win until a JOKER CARD appears. Collect it then go to the hall of mirrors where you will

find the CAMERA. Pick it up and use it for extra percentage, then find the impassable door in the hall of mirrors and use the JOKER CARD. This allows access to the Joker Joint. Go all the way down the ladder back into the sewers.

Use the WIRE CUTTERS to defuse the explosives on the way. When all ten have been taken care of, go back to the fairground where the Joker will be walking around. Back him into a wall and keep high-kicking him in the face. He will then drop a ROPE. Pick it up then make for the rollercoaster. One of the poles of the rollercoaster is actually a disguised ladder. Climb up and get the HAMMER AND NAILS. Climb up another ladder and get the DAGGER. On the next screen you will find Robin, so use the ROPE to free him. Oh, and if you use the HAMMER AND NAILS to stop the doors from moving, you will get extra percentage.



BACK TO THE BATCAVE, ROBIN!

Well that's your lot for this month. My batsuit is getting a bit uncomfortable, so I want to get back to me jeans and trainers. Tipster of the month this month is Jon Barry for his brilliant sample hack – and remember to tell me if you'd like to see those Microrhythm+ data tables. Cartographer of the month is... So that's about it from me really, apart from reminding you to send all thing cheat, hint, POKE or tip related to ME TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB and you might just win some goodies... or then again you might not! See ya!

Map from DARREN GOODIN, drawn by MEL FISHER

S.D.C. 60 Boston Road, London, W7 3TR

Other branches at 309 Goldhawk Road, London W12 8EZ

18 Market Square, Leighton Buzzard, Beds.

ENQUIRIES



01 567 7621

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be the current issue). Price Promise does not apply to other companies "Special Offers".



BUY BY
PHONE

RING 01 741 1222 or
01 995 3652 or 0525 371884

ARCADE MUSCLE ONLY £10.99 DISC £12.99

1943
Roadblasters
Side Arms
Bionic Commandos
Street Fighter

KONAMI ARCADE COLLECTION Only £6.50 Disc £13.95

Mikie, Jackal, Nemesis, Jailbreak,
Ping Pong, Yie Ar Kung Fu 2,
Hypersports, Shao Lin Road,
Green Beret, Yie Ar Kung Fu

MAGNIFICENT 7 ONLY £6.50 DISC £13.95

Head Over Heels
Cobra & Arkonoid
Short Circuit & Wizball
Frankie Goes to
Hollywood Great Escape
& Yie Ar Kung Fu

TOP 10 COLLECTION ONLY £6.99, DISC £9.99

Sabateur, Sabateur II,
Sigma 7, Critical Mass,
Airwolf, Deep Strike,
Combat Hints, Turbo
Esprit, Chanatos,
Bombjack II.

THEY SOLD A MILLION III ONLY £4.99

Fighter Pilot
Kung Fu Master
Ghostbusters
Rambo

LIVE AMMO ONLY £5.99 DISC £12.50

Rambo
Great Escape
Top Gun
Army Moves
Green Beret

THEY SOLD A MILLION II ONLY £4.99

Bruce Lee
Knight Lor
Match Point
Matchday

GAME SET AND MATCH ONLY £6.99 (DISC £13.95)

Featuring: Basketball, Soccer,
Vault, Swimming, Shooting,
Archery, Triple Jump, Weight-
lifting, Ping Pong, Pistol
Shooting, Cycling, Springboard
Diving, Giant Slalom, Rowing,
Penalties, Ski Jump, Tug of
War, Tennis, Baseball, Boxing,
Squash Snooker/Pool.

10 GREAT GAMES II ONLY £5.99

Auf Wedersehen Monty,
Buildog, Samurai Trilogy,
Convoy Raider, Basil Mouse
Detective, Re Bouncer,
Thing Bounces Back,
Deathwish 3, Jack Nipper II,
Mask

6 PACK VOL 3 ONLY £7.25 DISC £10.50

Ghost Goblins
Paperboy
Enduro Racer
Dragons Lair
Living Daylights

BEST OF ELITE VOL 1 ONLY £4.99

Bomb Jack,
F Bruno's Boxing
Commando, Airwolf

BEST OF ELITE VOL 2 ONLY £5.99

Paperboy
Ghost 'n Goblins
Space Harrier
Bombjack II

CBM 64	DISC	OUR PRICE	CASS	OUR PRICE
Batman	14.95	10.99	9.95	5.99
Robocop	14.95	10.99	9.95	6.50
Wec Le Mans	14.95	10.99	9.95	6.50
Dragon Ninja	14.95	10.99	9.95	6.50
Operation Wolf	14.95	10.99	9.95	6.50
Last Duel	14.95	12.50	9.99	7.50
Vindicators	19.99	9.99	9.99	6.99
Blasteroids	14.99	10.99	9.99	6.99
Who Framed Roger Rabbit	14.99	10.99		
Run The Gauntlet	14.99	10.99	9.95	6.50
Eliminator	14.95	10.99	9.95	6.99
Fish	19.99	13.99		
Weird Dreams	19.99	13.99	14.99	10.99
Grand Prix Circuit	14.95	12.50	9.95	7.50
War In Middle Earth	14.99	10.99	9.99	6.99
Denarius	12.99	9.99	8.99	6.99
Incredible Shrinking Sphere	14.99	11.99	9.99	7.25
Emily Hughes Int. Soccer	12.95	9.99	9.95	6.99
Microprose Soccer	19.95	13.99	14.95	10.99
StormLord	14.99	10.99	9.99	6.99
Ace 2088	14.99	10.99	9.99	6.99
Double Dragon	14.99	10.99	9.99	6.99
R-Type	14.99	11.99	12.99	9.99
Last Ninja	14.99	10.99		
Renegade III			9.99	6.99
Football Director	14.99	10.99	9.99	6.99
Football Manager II	14.99	12.50	9.99	7.50
Human Killing Machine	19.99	12.99	14.99	10.99
F16 Combat Pilot	14.99	12.50	9.99	7.50
Gary Linekers Hot Shot	14.99	10.99	9.99	6.99
Barbarian II	19.99	14.99	14.99	10.99
Heroes of Lance	19.99	12.99	14.99	10.99
Gunship	14.99	11.99	9.99	7.25
Afterburner	19.99	12.99	14.99	10.99
Project Stealth Fighter	19.99	12.99	14.99	10.99
Airborne Ranger	14.99	10.99	9.99	6.99
Live & Let Die	14.99	10.99	9.99	6.99
D.N.A. Warrior	14.99	10.99	9.99	6.99
Star Trek	14.99	12.50	9.99	7.50
Skate or Die	14.99	10.99	9.99	6.99
Pacmania	14.99	12.50	9.99	6.99
Roadblasters	14.99	10.99	9.99	4.99
Return of the Jedi	14.99	10.99	9.99	4.99
Empire Strikes Back	14.99	12.50	9.99	5.50
Bionic Commandos	14.99	12.50	9.99	5.50
Street Fighter	14.99	12.50	9.99	4.99
1943	14.95	10.99	8.95	5.99
Guerrilla Wars	39.95	24.99	19.95	13.99
Flight Simulator	19.95	12.99	14.95	10.99
Carrier Command	14.99	10.50	9.95	6.99
Tracksuit Manager	14.99	11.99	9.95	7.50
Zak McKracken	19.99	12.99	14.99	10.99
Silent Service	19.99	13.99	14.99	10.99
Red Storm Rising	14.95	10.99	9.95	6.99
Rocket Ranger	14.99	12.50		
Skateball	14.99	12.50	9.99	7.50
Ultimate Golf	14.99	12.50	9.99	7.50
Tiger Road	14.99	12.50	9.99	5.50
Hostages	14.99	10.99	9.99	6.99
Ultima V	14.95	12.50	9.99	7.50
Mini Golf	12.95	9.99	9.99	6.99
Tyger Tyger	14.95	10.99	9.99	6.99
Times of Lore	14.99	10.99		
Starry	19.95	13.99	15.95	11.99
Mini Office II	14.95	10.99	9.99	6.99
Crazy Cars II	14.95	10.99	9.99	6.99
Operation Neptune	14.95	10.99	9.99	6.99

CBM 64 SPECIAL OFFER

	RRP	OUR PRICE
Arkanoid	8.95	3.99
Arkanoid II	8.95	4.99
Army Moves	8.95	3.99
Ball Blazer	9.99	1.99
Combat School	8.95	4.99
Dandy	9.95	1.99
Dare Devil Dennis	8.99	99p
Death or Glory	9.95	99p
Defender of the Crown	14.95	3.99
Double Take	8.95	1.99
Druid II	9.95	1.99
Durrell Big 4 Vol II	9.95	4.99
Fire Fly	8.95	3.99
Friday 13th	9.99	1.99
Game Over	8.95	3.99
Gauntlet II	9.95	3.99
Guadal Canal	9.99	1.99
Head over Heels	8.95	3.99
Jail Break	9.95	1.99
Kensington	12.95	99p
Knight Games	9.95	1.99
Leaderboard Famous Courses 1	6.95	3.99
Matchday II	8.95	4.99
Monopoly	12.95	4.99
Nether Earth	9.99	1.99
Nebulus	9.95	2.99
Nemesis	9.95	1.99
Not a Penny More or Less	14.95	1.99
Octopuss	9.95	1.99
Outrun	9.99	4.99
Platoon	9.99	5.50
PSI Warrior	9.95	99p
Quo Vadis	9.95	1.99
Rastan	8.95	3.99
Sentinel	9.95	1.99
Sidewize	9.95	1.99
Split Personalities	9.95	1.99
Star Wars	9.95	3.99
Sunstar	9.95	99p
Supersprint	9.95	1.99
Traz	9.95	1.99
Trivial Pursuits	14.95	4.99
Typhoon	8.95	4.99
View To A Kill	9.99	1.99
Vindicator	8.95	4.99
World Cup Football	9.95	1.99
Zim Zala Bim	9.95	99p
Laurel & Hardy	9.95	1.99
Leaderboard	2.99	
Rygar	2.99	
World Games	2.99	
Spy Hunter	2.99	
Gauntlet	2.99	
Premier II	1.99	
Graham Gooch Cricket	1.99	
Football Frenzy	1.99	
Rock & Wrestle/Ninja Master/BMX Kidz	2.99	
Soccer Boos	1.99	
Supercycle	2.99	
Grand Prix Simulator	2.99	
Combat Lynx	1.99	
The Double	2.99	
Saboteur	1.99	
Endzone	1.99	
Ghostbusters	1.99	
BMX Free Style	2.99	
Action Force	2.99	
Commando	2.99	

WE ARE THE CHAMPIONS ONLY £6.50, DISC £13.95

Renegade.
Rampage.
Supersprint.

SOLID GOLD ONLY £5.99

Gauntlet
Ace of Aces
Leaderboard
Winter Games
Infiltrator

ZZAP SIZZLERS ONLY £4.99

Who Dares Wins II
Wizards Lair
Dropzone
Thing On A Spring

GAME SET & MATCH 2 ONLY £7.99 DISC £12.50

Matchday II, Ian Botham's Test
Match, Basket Master, Super
Hang On, Track 'n Field,
Superbowl, Winter Olympiad,
Steve Davis Snooker, Nick
Faldo's Open

FIST 'N THROTTLES ONLY £8.99 DISC £12.99

Ikan Warriors, Thundercats,
Buggy Boy, Enduro Racer,
Dragons Lair

CHARTBUSTERS ONLY £5.99

Ghostbusters, F.A. Cup
Football, Agent X, Kane, I.A.
Swat, Ninja Master, Rasputin,
Ollie & Lisa, Ricochet, Zolyx,
Dan Dare, Tau Ceti, Way of
Exploding Fist, Formula 1
Simulator, Brian Jacks
Superstar, I-Ball, Park Patrol,
Thrust, War Cars, Harvey
Headbanger

Orders over £5.00 P&P Free.
Under £5.00 P&P 50p per tape.

SUPREME CHALLENGE ONLY £7.99 DISC £12.50

Elite, Starglider, Tetris,
Ace II, Sentinel

TAITO COIN OPS ONLY £7.99

Rastan Flying Shark,
Bubble Bobble, Arkanoid II,
Slapfight, Legend of Kage,
Arkanoid, Renegade

IN CROWD ONLY £10.99

Barbarian, Gyzor, Crazy
Cars, Predator, Karnov,
Combat School, Target
Renegade, Platoon

GIANTS (WORLD BEATERS) ONLY £9.99 DISC £14.50

Gauntlet II, Rolling Thunder,
California Games, 720*,
Outrun

MEGA GAMES VOL ONE ONLY £9.99 DISC £12.99

Northstar, Cybernoid, Deflektor,
Mask II, Triaxos, Tour De Force,
Blood Brothers, Hercules, Master
of the Universe, Blood Valley

FLIGHT ACE ONLY £9.99 DISC £13.99

Air Traffic Control, Ace, Spitfire
40, Strike Force Harrier,
Tomahawk, A.T.F.

S.D.C. ORDER FORM (ZZAP MAY ISSUE)

Please send the following titles. BLOCK capitals please!
Type of computer

Title:-

Amount

10 COMPUTER HITS VOL5 ONLY £5.99 DISC £11.99

Samurai Warrior, Magneton
Morpheus, Mystery of the Nile
Tarzan, Ninja Hampster
Traz, Enlightenment, Druid II
Mega-Apocalypse, Frighmare

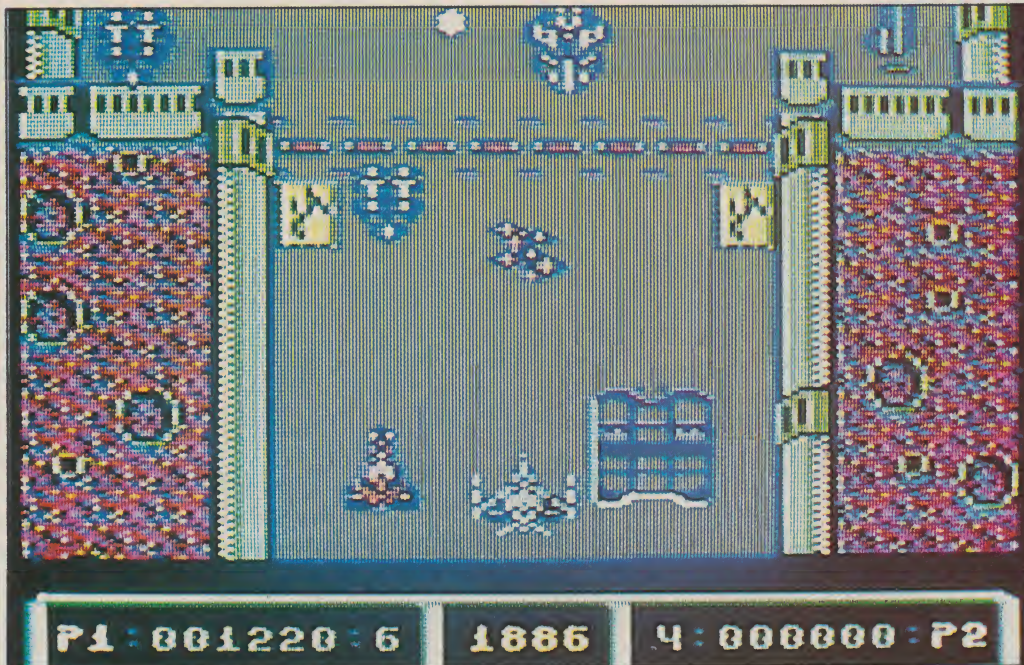
Total Enclosed £

Please make cheques or postal orders payable to S.D.C

Prices include P&P within the U.K: Europe please add £1.00 per tape:

Elsewhere please add £1.50 extra per tape





▲ The first level: you don't notice the jerky scrolling when you're getting tubbed by the nasties

LAST DUEL



Capcom/US Gold, C64 £9.99 cassette, £14.99 disk

Oh, dear. Another war. Far away, in another galaxy, in another time, two races are locked in combat. On the planet Bacula the Galden tribe, having overthrown the government and seized power over the whole world, want more.

Their chosen target is the small, peaceful planet of Mu. The Mu-ans (for it is they), start to get a bit worried at hearing the news, and immediately leap into action.

Dusting down their ancient laboratories, they install their best scientists to come up with an

effective deterrent to the alien threat. After many long months working around the clock, they finally came up with a solution.

And this is some solution: a vehicle of immense firepower, with the ability to leap into the air to avoid ground hazards. More amazingly, it can also transform itself into an airborne vessel specially designed to eliminate any kind of enemy in the sky.

Armed to the teeth with such an awesome piece of hardware, what better place to try it out than in the heat of a bloody good battle? And

what luck! The Galdens have decided that today is the day of the attack!

Off you go then, blasting your way through progressively more difficult levels, alternating between ground vehicle and fighter plane every other stage. By the way – watch out for the holes in the ground. Fall through one and, fancy machine or no fancy machine, you've had it, mate.

Just casually scattered about the place, you'll find power-up pods, which you must shoot to release extra weaponry and increase your firepower. And boy, will you need it when you get to the biggy end of level nasty. Just think of the horriblest, slimiest, ugliest monster you can possibly imagine – this one's even worse (well it seem like it when you're face to face, anyway).

OK, let's cut the crap! Just get fuelled up, kiss mom goodbye and go kick some ass! This could well be your last duel, you know. (Clever, eh?).



Is this another earth-shattering addition to your already bulging collection of shoot 'em ups? Nope. The action just plods along, and there isn't always all that much of it. Every now and then there are huge gaps without any enemies – which is when you start to look at the blocky graphics and notice the unimaginative in-game sound. Still, the title tune's not bad, the backdrops are pretty colourful and as long as you're not too fussy about fancy frills or presentation, you could get a fair bit of fun out of this. Just don't expect too much.

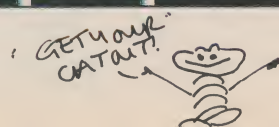


If you're such a snoot that you refuse to enjoy a shoot 'em up that hasn't got state of the art animation and ultra smooth scrolling, you won't enjoy Last Duel – it hasn't got any of them. What it has got is some fairly eyebrow-singeing gameplay which doesn't look too great but has enough action to keep you hooked. There isn't much in-game sound to speak of either, but the blasting is fast, tough and a lot of fun. Maybe I'm just perverse, but I really enjoyed it; in other words, it's nothing really special but definitely worth trying out.



OK, so there's nothing outstanding about Last Duel but it is a pretty fast, tough-action shoot 'em up that's a lot of fun to play for a while. The animation and scrolling aren't all that hot (you can't really tell the difference between the car and the plane) but the backgrounds are colourful and the gameplay's all there – and that's what counts, isn't it? If you're a bit of a shoot 'em up snob, this might not be quite up to your standards; as for everyone else, try it and see what you think. You never know, you might forget all about the graphics and actually end up enjoying yourself!

▼ Level Two, and the short 'n' curly meanies have got you by the goolies



PRESENTATION 57%

High score table and swirling starfield on the title screen. Spooky controls during play.

GRAPHICS 62%

Bright and colourful backdrops. Blocky sprites with average animation.

SOUND 60%

Basic sound effects and a funky title ditty.

HOOKABILITY 78%

Who'd turn down the chance of a good blast?

LASTABILITY 68%

Lack of variety might hamper long-term interest.

OVERALL 72%

An unexceptionally presented, but still pretty playable, blast.



Amiga



SILKWORM

Random Access/Sales Curve, C64 £9.95 cassette, £14.95 disk; Amiga £19.95

● **Dakka dakka! KER-boom! Nyyyyowww!** and other such noises are yours when you play *Silkworm*

You know how it is. A few bevvies in the bar whilst you're watching the news and a report comes on...

TERRORIST ACTION ALL OVER THE CONTINENT IS INCREASING! THE ARMY NEEDS HARD TROOPS!

So you stagger out of the pub and

sign up – after all you've got that Army Surplus helicopter that you tarted up. It's only two weeks later (when you get the call-up papers) that you realise what you've done.

'Don't worry,' says your mate, 'I'll bring me jeep'

This hardly fills you with confidence, until you see that his jeep isn't just a little Suzuki 4x4, but an

I first saw the demo versions of *Silkworm* just after Christmas and was impressed by how much of the arcade feel the programmers had managed to cram into the 64 and Amiga. Now the finished game is here, I can say that they've done the best conversion job possible. The graphics, especially on the Amiga, are really atmospheric and the sound effects (on both versions) are pretty hot as well – on the 64 you also get a great Ben Daglish soundtrack! What impresses me even more is that they've bothered to program in an extra alien especially for the Amiga – which means you get the equivalent of the arcade game and even more. This is one shoot 'em up you can't afford to miss.



ASSAULT HELICOPTER

- < Used for air-attack on enemy emplacements
- < Fires air to air/air to ground missiles
- < Capable of double front-missile mode and extra manoeuvrability from collected pods
- < Can be shielded by mine emissions
- < Best control – joystick

armoured vehicle with cannons and a missile launcher.

'Fair enough,' you think – and off you go...

First of all, the action takes place in the mountains, where small helicopters and ground based missile launchers attempt to blow you out of the sky. No problem – you and your mate just blow them away, picking up the energy emitted by the exploded mines to use as shielding, or shooting it to cause a smart-bomb effect.

However, when some bits of helicopter drift in and form a large *ABC Warriors* type gunship, the

▼ Any minute now, it's going to be hot toes and burnt earlobes for you, matey (Amiga)



▼ The Third Level sports some gorgeously coloured backdrops – but you won't have much time to stand and stare (64)



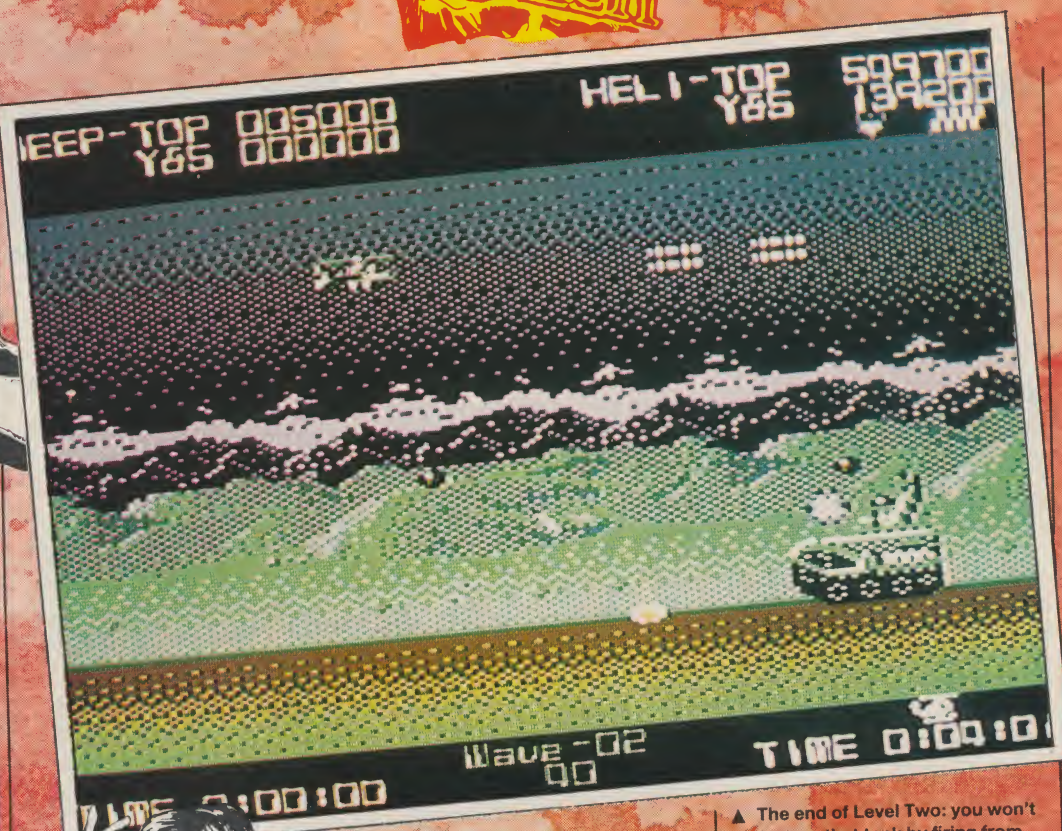
"IM SO 'ARD, ME! KILL ME PLEASE!"



Silkworm is one of those arcade games where you see it and think, 'oh, it's just a shooting helicopter game', but you soon get gripped by the frenzied blasting action and atmospheric graphics. I actually had no idea that the game was to be converted until I saw the demo version, so it came as a very nice surprise. The programmers have done a remarkable job on the home versions graphics, coaxing the utmost out of both machines to portray the action to the best effect. In fact, I'd say that some of the graphic effects on the Amiga are better than the coin-op! I haven't quite managed to finish the game properly, but I'm determined... so if you'll excuse me, I'm off for another thrash.



Silkworm isn't exactly the world's greatest coin-op ever but it is an absolutely brilliant conversion! The 64 backdrops are really pretty (the sprites aren't so exciting, though) and the Amiga graphics are practically as good as the original. But what really makes this so much fun is the all-action, fast and furious gameplay - especially as it's just as exciting to play on your own as with a friend. In fact, even if you're on your own, you get double the fun because once you've finished playing with the chopper, you can start all over again with the jeep! Unless you're into misery and deprivation, check this out.



▲ The end of Level Two: you won't destroy that tank by firing from up there, you know (64)

ATTACK JEEP

- < Used for ground attack on enemy installations
- < Fires ground to air missiles via movable turret and has a front-mounted cannon
- < Capable of twin ground to air missiles in 'spread' formation
- < Has the ability to jump which can be increased with pick-up pods
- < Can be shielded by mine emissions but can't collide with mines
- < Best control - keyboard

tension mounts. A few well-placed blasts soon destroy it and a pod appears. You pick it up and find an extra barrel auto-mounted on your front cannon.

Just as you near the end of the canyon and think that safety is close at hand, the enemy rain on your parade by flying in a gigantic gunship that has to be blasted a good number of times before it explodes.

Next it's to the plains and other terrains. Oh, and if you thought that the big helicopter was bad, wait until you see the huge tanks and missile launchers, all of which have to be encountered before entering the metallic enemy complex!

Whimpers from terrified pilot.

64	amiga
90% PRESENTATION	93%
Single player and team modes, double score tables and an excellently programmed Amiga multiloop. The 64 one's pretty fast as well!	
74% GRAPHICS	92%
Excellently animated backdrops and sprites on the Amiga. 64 backdrops (with parallax) look good but the sprites themselves aren't overly impressive.	
83% SOUND	80%
Good effects on the Amiga, but the tunes could be more 'vicious' sounding. The 64 version has the added advantage of a Ben Daglish soundtrack.	
93% HOOKABILITY	93%
Gripping blasting fun from the outset.	
91% LASTABILITY	90%
Both versions are a little tough, and with over ten levels and two ways of playing, you'll be playing for ages.	
91% OVERALL	92%
A fast, frenetic and well presented shoot 'em up well worth a few shekels.	

◀ If you think you can stand the pace, sign here - but make sure you've got a friend who can drive a jeep, 'cos otherwise you won't last long... (Amiga)



THE DEEP

US Gold, C64 £9.99 cassette £14.99 disk

Oh, no. Not another military takeover bid. Honestly, there's more coups (geddit?) round here than at a pigeon-fancier's club (mind you, who's going to admit to fancying pigeons? Erm, sorry). Strange

thing is, they've decided to attack by boat this time. Must be getting a bit boring, running up and down beaches all the time, and the sand gets everywhere, in your socks, down your shirts, in your underpants...



Quick! Someone get me a sick bag! And no, it's not because of the startling realism of being in charge of a heavily armoured hydrofoil ship, battling against the might of an entire military waterborne assault party, intent on cutting short your little cruise on the

high seas. No! It's because *The Deep* is awful! No corner has been cut, no stone left unturned, in the quest to produce one of the tackiest shoot 'em ups ever. The graphics range from mediocre to defying-definition. From playing the game to writing the review, I've been wondering how - just how can a big, purple pancake blow up a ship? Well, that's exactly what one of the sprites looks like. And while this is going on, all you can hear is a pathetic explosion. Life on the ocean waves, eh? I'd rather shiver me timbers.



▲ With a bit more polish, better graphics and a little more variety, this could have been pretty good...

Mind you, we're not exactly overflowing with water-based defense craft around these parts. As a matter of fact, we've only got one boat, and that's only got depth-charges for weaponry. Still, I suppose we'll have to make the best of a bad situation, eh?

Worried yet? You soon will be. *The Deep* has you alone, in the middle of the ocean, battling against innumerable odds, with an old boat for transport and a supply of depth-charges for protection.

The game takes place over four stages. The first section has you

collecting tokens from the seabed, whilst warding off the submerging sea-devils with your depth-charges, while the next two levels consist of blowing up large, underwater vessels. Stage four is a bonus stage, where you have to assist in the evacuation of refugees via a *Missile Command* type of game.

Completion of all four levels moves you back to a more difficult first level, where you can blow up more and more baddies. What more could a butterman want? (eh?)



Deary me... oh, sorry, you want me to say something more? Well, actually, there's not much more I can say. Except perhaps that the graphics are not very good, the sound is non-existent (apart from a rubbishy depth-charge explosion effect) and the

game is ridiculously easy except at the times when you can't see where you're going because the screen is too dazzling. I wonder what made them decide to convert this? I don't know. But *The Deep* still isn't that good.



US Gold, C64 £9.99 cassette, £14.99 disk

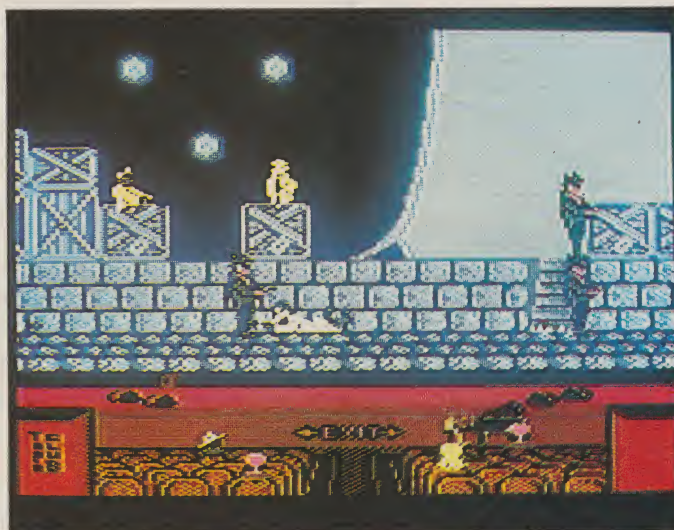
Guess what? It's Chicago and you're in the 30s. Life's just rolling along as usual: machine guns in violin cases, speakeasies, prohibition, ragtime - you know the stuff.

Meanwhile, Al Capone's been a naughty boy. The government slaps a ban on alcohol, and what happens? He opens a chain of nightclubs and sells the stuff on the black market at ridiculous prices. Of course the punters buy it, making Capone a rich man.

You play a streetwise under-cover cop (you know, black hat, raincoat - the works). On the basis of information it's taken you months to collate, you've braved every possible danger and have finally managed to infiltrate uncle Capone's mob.

You're in there, so now what? Obvious really - you just deal out justice in the only way these thugs know how. In other words you depend on your wit, charm, manners - and a loaded machine gun.

▼ 'OK, wise goiys, listen up - dis game's great on da Speccy but not so good on da 64. Got it?'



I really like that Elliot Ness gadgi, so I was well chuffed when Chicago 30's dropped through the old letterbox. When I loaded it up, however, I wished it would pop right out again. The gameplay's a lot like *Robocop* but that's just about where the resemblance ends. The whole procedure is ridiculously hard from the word go - primarily because bullets appear from absolutely nowhere to knock you off before you start. Looks as though I'll have to wait for the official *Untouchables* conversion for a good gangster smash on the 64.

It's mostly footwork. On the other hand, being one of the city's finest, you also have access to a smart, unmarked police car, but only for short periods of time (smart, unmarked police cars tend



Well I'm not sure about the setting, but it feels like the program is about 50 years old! Flickery sprites with about three frames of animation, totally unrealistic sound effects, and an awful ragtime tune droning on and on and on is just about the sum of it. That coupled with the most basic of shooting games, makes *Chicago 30's* a title that I wouldn't mind sending for a swim with concrete shoes on. But then I'm well hard, me.

amiga

We've seen the Amiga version and apart from having slightly enhanced graphics and sound, it's pretty much the same tedious game. Don't waste your money on it.

update

PRESENTATION 54%

Less than in-depth manual and average front end.

GRAPHICS 23%

Flat cardboard sprites, some with very strange shapes, on gaudy, badly drawn backdrops.

SOUND 13%

Nothing, apart from an explosion effect, and that's not up to much.

HOOKABILITY 34%

Tacky graphics excite little interest even from the start.

LASTABILITY 23%

If you've played a couple of games you won't want to play any more.

OVERALL 38%

A very obscure arcade conversion it might have been better to leave alone.

to attract a lot of unwanted attention, you know).

There's a lot of thuggery going on down here, bud. Can you restore peace to a city, choked with lawlessness? Can you make the streets a safer, cleaner place for babies to play in? Will you still be around for old grannies to thank and kiss at the end of the day?

Sure hope so, 'cos the house prices round here have really started to fall!

PRESENTATION 65%

Atmospherically film-like, with an audience at the bottom, and a little man playing the piano.

GRAPHICS 42%

Basic sprites with little animation. Bland, repetitive backdrops throughout.

SOUND 39%

A droning ragtime tune and simple shooting effects.

HOOKABILITY 49%

Off-puttingly difficult from the start.

LASTABILITY 39%

Very shallow gameplay and high difficulty setting quickly kill off any lasting interest.

OVERALL 42%

A bland and overly difficult gangster jaunt.

Vigilante

US Gold, Amiga £14.99

It gets worse doesn't it? I mean, you go down the pub for a few bevvies and you get psychopath skinheads accosting you saying things like 'I saw you bad mouthing me' when you weren't even talking to them. That's when you get a smack in the face. Usually, it gets you a bit wound up but you can ignore it. This time, however, they've just gone too far.

You'd only nipped out to the lav

for a second and when you come back they've nabbed your girlfriend, Madonna! Well, this calls for immediate action. Off you run into the street to give chase.

Unfortunately, at this point you discover that all the town's skinheads are in one gang and they're all trying to stop you from reaching Madonna. No sooner do you step on the pavement than a string of thugs rush at you. You



On first sight, the arcade version of Vigilante seems far too difficult – after a few goes, however, you soon get into the swing of things. The Amiga version on the other hand starts off incredibly difficult and stays that way. It's hardly fair that the enemy characters

move about four times as fast as you so that you can only shuffle along the pavement a couple of steps before several hard men clatter into you. This wouldn't be so bad if the defensive moves were a little more accessible, but after mashing the joystick around for ten minutes I still couldn't get a sensible move out of the thing. It's shame really, as it could have been brilliant, but it isn't – it's just all right.



▲ Are you man enough to rescue Madonna? Or will you just run away because you didn't like her songs in the first place?



Well, I disagree with Maff on this once, since I found the conversion of Vigilante to be very close to the coin-op original. The graphics are pretty accurate, if a bit small and squat, and the sound more or less mimics the arcade version (ie, not very much of it, and that limited to yaaa and ouff). As for the gameplay, the joystick handling and the logic on your opponents has been tweaked a lot since the first version we saw, and the whole thing isn't as hard as it was. It'll still take you a long time to complete the first couple of levels, but it's definitely worth persevering; and if you were a fan of the coin-op, you should take a look at this – particularly at that brilliant price.

Comin' IVE GOT ME BAWLER BOOTS ON!

swiftly get rid of them by punching and kicking them over. Oh, sorry didn't I mention that you're a Martial Arts expert? Well, now I have.

There are quite a lot of skinheads around, so it's lucky for you that other fighting type people have dropped Nunchukkas on the pavement for you to use. WHAM! Ooops! A skinhead punches you in the face and you lose your weapon.

Eventually you see the van that the gang have stashed Madonna in, but it's guarded by a big nasty looking brute that takes some beating before he'll lie down like a good boy, allowing you to follow the van to the skinheads' junkyard hangout. Here you must wend your way through wrecked cars, fighting off the skinheads. At the end of the yard two mean brothers somersault all over the place trying to stamp on your head.

Once these bad sons of... er... you know... have been dealt with, the van speeds off again across the city bridge, along which the skinheads race their motorbikes.

Next is the fairground scene with you battling through a carnival scene to get to the construction works, where you must walk along the girders belting the thugs to rescue the fair Madonna (hasn't she dyed her hair dark now? Sorry, bad joke).

And after all that, you can return home and let your hard-man espadrilles cool down.



PRESENTATION 48%

Nice title screen, but no options and a poor loader.

GRAPHICS 81%

Nicely detailed sprites and backdrops with adequate animation.

SOUND 74%

A decent enough tune plays throughout and the effects are well done – if a little repetitive.

HOOKABILITY 72%

Hard right from the kickoff.

LASTABILITY 65%

You'll either persevere and really enjoy it or throw the joystick down in frustration.

OVERALL 77%

A good conversion of a reasonable fighting game – for the price, check it out.

"YOU CARRY A BADGE! THEN CARRY A GUN!" "FIND IT HARD TO TALK WITH A GUN IN YOUR MOUTH!?"

"GET INTO THE GROOVE! BOY YOU'VE GOTTA HAVE YOUR OWN GROOVE!"

64/Amiga

JOURNEY TO THE CENTRE OF THE EARTH

Rainbow Arts/US Gold, C64 £9.99 cassette, £14.99 disc; Amiga £24.99

The time is the late 19th century. After many months of being feared missing, a group of explorers, led by the eminent Professor Lidenbrock, return to civilisation.

In front of hordes of bustling pressmen, they relay to the world that they have just returned from a quest to a completely new country. What makes their story so difficult to believe is their claim that this country does not exist on the Earth but lies inside its very core.

Of course, being the cynical bunch that humans are, their story is dismissed as lies. Well, would you believe it? Erm... well you would actually. 'Cos this is the bit where you come in.

You see, a handful of people have speculated for some time that such a kingdom actually exists. You (probably because a brick fell on your head when you were six) are one of these people.

Approaching Lidenbrock, you put to him the proposition of returning to this underground world with you in tow. After some hesitation, he actually agrees, and begins preparation for the journey.

The date of the expedition arrives, and you set off for Iceland, and the volcanic mountain Sneffles (Sneffles?), where the quest is to begin. The game starts here.

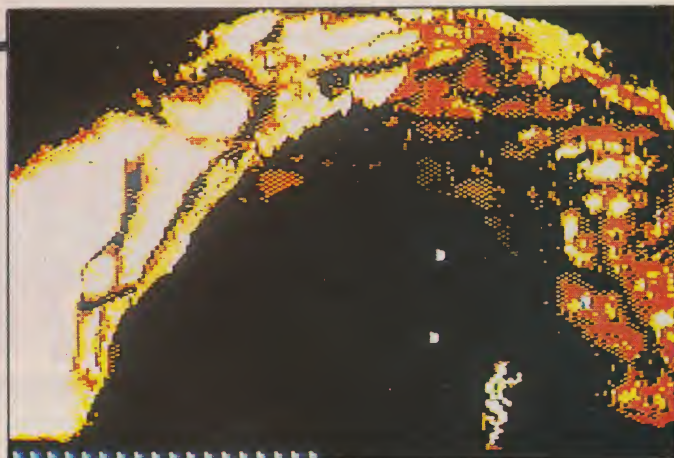
Choosing one of four characters, you descend into the volcano and, with the aid of a map left by a previous explorer, enter the depths of the Earth's core. There's danger everywhere - rockfalls, stampeding mammoths and vicious pterodactyls (no relation to our own Herman, of course).

Action sequences which involve dodging and avoiding these dangers intersperse an analysis screen. Direction arrows let you explore the surrounding area (info comes back in messages - you



Aaargh! Help! It's Around The World In 80 Days come back to bore me to death. Eeek! Just when you thought it was safe to come back out of the cupboard, they've come up with another of these interesting-sounding exploration games. Thing is, that's all they do - sound interesting. When you actually get down to it, all there is to the magical underground journey is a bit of dodging, a bit of watching a static screen and (on the 64) ages waiting for a really mind-numbing multiloader. If you really want to make it to the Earth's core, get a shovel and start digging - it'll be a lot more fun.

▼ A balance of strategy and arcade skills is required if you're going to meet those dinosaurs at the centre of the earth (Amiga)



▲ Aaargh! Watch out for those falling rocks! (Thud!) Too late... (64)



CORDO

Most of this fantastic journey is just spent staring at a basic map and when one of the sub-games does decide to appear, it's just a case of dodging left or right to avoid 1/4e oncoming 'perils'. At least the Amiga game looks and sounds nice... Of course no one expects the 64 to match up to that, but that's no excuse for gaudy colours, blobby sprites and abysmal sound effects. What hammers the final nail in the 64 coffin is the horrendous multiloader. Brilliant idea that - to load in each message for every room separately! I really enjoy spending 50% of my playing time waiting for the disk. (Irony warning).

don't get to see anything) and you can adjust your daily food and water supplies, use your first aid kit, set sleeping times and make use of rock analysing equipment vital in plotting your course further

into the Earth's crust.

Success in your journey will lead to untold fame and riches. Failure will mean death, thousands of feet below ground. And we don't want that now, do we Eric?



AND

While the Amiga version of Journey To The Centre Of The Earth abounds with very good digitised stills of caverns, as well as a generous smattering of effective sampled sound effects, the C64's game is a mixture of really weird blobs of colour and basic sound.

What the two programs do have in common, though, is the gameplay. There just aren't any long-term lasting qualities here. The majority of the game is spent pressing one of the direction arrows, hearing some footsteps, and reading about the surrounding area. Hardly epic material, is it?

64 amiga

30% PRESENTATION 53%

Simple to use icons and basic controls in the sub-games. Both versions have poor multiloaders - the 64's being easily the worse of the two.

23% GRAPHICS 49%

While the Amiga has some pleasant digitised pictures, the C64 version is a mass of strange shapes and colours. Arcade sequences in both games are poorly defined and animated.

28% SOUND 48%

Sampled effects on the Amiga, but disappointingly basic sounds on the 64.

39% HOOKABILITY 60%

Both versions are easy enough to get into, although the 64's loader will put many off from the beginning.

28% LASTABILITY 39%

Boredom soon creeps in, because there's practically nothing to do.

20% OVERALL 36%

A poor attempt at transforming an unusual subject into a computer game. It doesn't come off.

"BET YOU DIDN'T THINK I COULD STRETCH THIS FAR!"

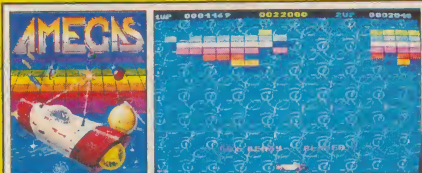
"WHERE IS JAMES SMA SON NOW?"

"WHERE'S RIO?"

"WHERE'S RIO?"

"HE'S WITH DEN!"

FREE! TENSTAR PACK WORTH OVER £229!



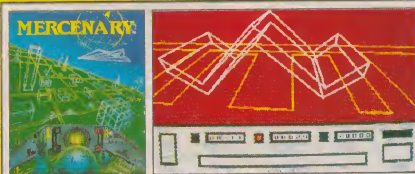
FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen



FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

Commodore AMIGA



ONLY
£3.34
PER WEEK

RETURN COUPON FOR DETAILS

£346.95

+VAT =
£399

INCLUDES
FREE UK
DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE.

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50

TOTAL RRP: £724.43

LESS DISCOUNT: £325.43

PACK PRICE INC VAT: £399

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50

TOTAL RRP: £999.43

LESS DISCOUNT: £350.43

PACK PRICE INC VAT: £649

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.	
Ameegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95

TOTAL RRP: £229.50 INC VAT

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, ZAP 0589, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?

WORLDWIDE SOFTWARE
106A CHILWELL ROAD
BEESTON
NOTTINGHAM NG9 1ES

**Credit Card Order
Telephone Line**

VISA

0602 252113

SPECIAL OFFER
C64 DATASETTE UNIT
ONLY £18.50

**Konami Arcade
Collection
Cass Disk
7.25 13.99**

Konami	
Coin Ops	
Cass	Disk
7.99	11.99

Solid	
Gold	
Cass	Disk
7.99	11.99

***** REQUEST FOR CATALOGUE BY RETURN *****

FAST DELIVERY OF ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK. CREDIT CARD ACCOUNTS DEBITED ONLY ON DESPATCH. SPECIAL OVERSEAS BY AIRMAIL WORLDWIDE.

CREDIT CARD ORDER TELEPHONE 0602 252113

AMIGA SOFTWARE

Legend Of The Sword	16.45
Leisuresuit Larry	13.25
Lombard RAC Rally	16.45
Lord Of The Rising Sun	22.95
Microprose Soccer	17.95
Milennium 2.2	17.95
Mini Golf	13.25
Motor Massacre	14.35
Neuromancer	18.95
Operation Neptune	17.95
Operation Wolf	16.45
Pacmaninia	13.25
Pioneer Plague	16.45
Pools of Radiance	17.95
Purple Saturn Day	16.45
R-Type	17.95
Robocop	16.45
Rocket Ranger	21.95
Savage	14.95
Shoot Em Up Const Set	16.45
Silent Service	17.95
Speedball	16.45
Starglider II	16.45
Super Hang On	17.95
Sword of Sodor	19.95
Techno Cop	14.35
Teenage Queen	14.95
The Deep	17.95
The Kristal	21.95
Thunderblade	17.95
Tiger Road	14.35
Times Of Lore	17.95
Titan	17.95
Track Suit Manager	13.25
TV Sports Football	21.95
Ultimate Golf	14.35
Universal Military Sim	16.45
Verminator	17.95
Victory Road	16.45
Vindicator	14.95
Wanted	14.35
War In Middle Earth	17.95
Wec Le Mans	16.45
Weird Dreams	16.45
Zak McKracken	17.95

JOYSTICKS

JOYSTICKS	
Speedking With Autofire	11.99
Ram Delta	7.99
Cruiser	8.99

BLANK DISKS

ALL OFFERS AND PRICES SUBJECT TO CHANGE E & OE

WORLDWIDE SOFTWARE

REALM OF THE TROLLS

Rainbow Arts/US Gold, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

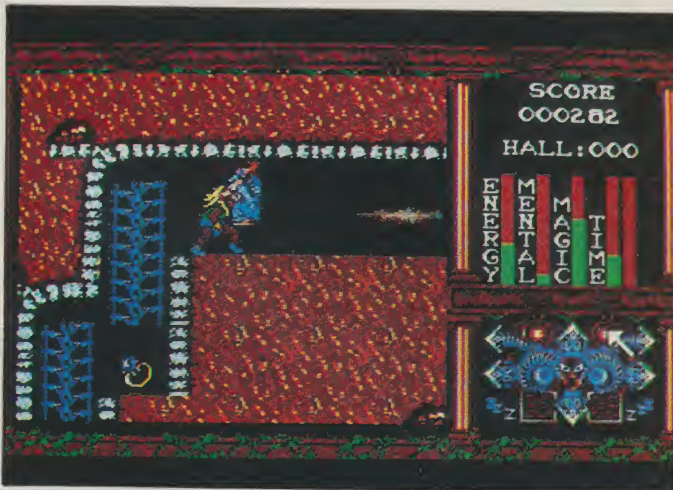
No-one's ever satisfied, are they? There you are, half of the known civilisation under your people's control, and what do they want? More, that's what. Greedy lot. 'Go and hassle the trolls a bit', you're told. It's all right them saying that—they're not the ones who are going to get badly beaten about the head and neck, lost, cold, wet and generally not very happy, thousands of feet under the ground, tramping through unknown, unmapped troll-infested caverns.

But, they're the bosses. And anyway, you'll have a little bit of help. Yep. Your scientist friends have very kindly kitted you out with a clever little matter atomiser jobby, to destroy the very fabric of the earth (only little bits, mind). And you do have your handy magic bolts for protection.

So, get yourself into that telepod, set the right co-ordinates (no beaming yourself to some nice, sunny beach), and do the business of sorting those little brown devils out.

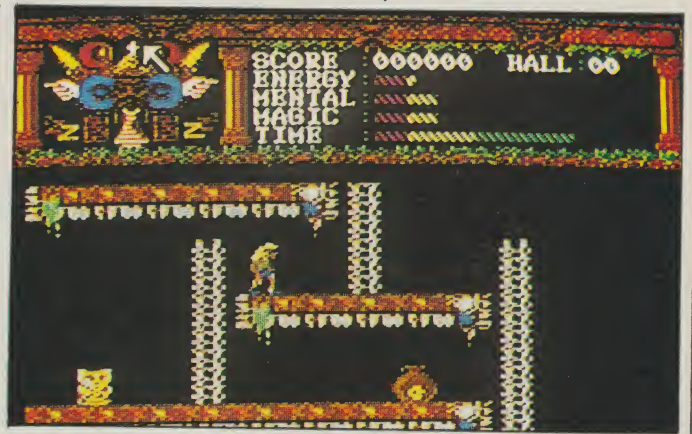
(N.B. There's a construction set

▼ Cutesy graphics characterise the Amiga version; but the platforms 'n' ladders action is much the same... (Amiga)



I didn't think I'd go a bundle for Realm Of The Trolls before I saw it but though I'm not exactly mad keen on platform games, I found it quite a good laugh, for a while. One thing I was rather pleased with was the general presentation of the game itself. While back-

ground graphics are a tad on the dreary side, there's some interesting animation on the main character and the troll bad-dies, as well as a lot of nicely drawn objects to collect on the way and add to your score. There's a meaty, beaty tune on the Amiga loading screen, which compensates for the dreary game effects—mostly strange whoops and whizzes (sampled on the big machine, not so sampled on the little brother). As with the vast majority of platform games, you are bound to get a bit sick of playing after some time but there is the built-in construction kit which lets you rip the game to pieces and put it back together should you get a bit bored.



▲ Realm of the Trolls is another game which reflects the topsy-turvy quality of German software (64)

included in the game as well, if things start getting a bit tricky, and you just want an easy life! Damn, that bit doesn't go with this story very well.)



Whatever else it might do for you (and we'd better not go too much further into that)

nobody can say that Realm Of The Trolls pushes either Commodore to its limits. Forget involved gameplay, exciting graphics and brilliant soundtracks 'cos if you start thinking too much about that sort of thing, you'll make yourself ill. So if it hasn't got all of those things, what exactly has it got? Bit of climbing, bit of collecting, bit of shooting and that's it. Not much to show for your 10 or 25 quid. In fact, I just can't stop myself thinking of all the other things you could buy with that sort of cash...



Realm Of The Trolls is a real 'love it or hate it' game. Basically, if you can't stand levels

and ladders, you won't like this. The biggest pull Realm of the Trolls had for me was the brillo music at the beginning. Unfortunately, the C64 version has nothing in the way of music—bit disheartening, I thought. Still—there are some well-drawn sprites kicking around the dungeons and though the backdrops are all black, they create a sort of dark, suspense-filled atmosphere. The construction set helps prolong the game's life, too. If you're dead against platform games, you'd be well advised to steer clear of Realm of the Trolls, or at least get a good look at it beforehand. Otherwise, buy it, but don't expect too much.

64

amiga

90%

PRESENTATION

91%

Joystick or mouse controlled on Amiga. Loads of options (including contest for up to 8 players and save game) plus construction set on both formats.

60%

GRAPHICS

61%

Imaginative, well-coloured sprites make up for drab, lifeless backdrops.

47%

SOUND

52%

Impressive loading screen music on Amiga (not so impressive on the 64) but in-game effects are disappointing.

51%

HOOKABILITY

56%

Take away what frills there are, and it's just another platform game.

59%

LASTABILITY

62%

There's magic, hitting people, and a construction kit to keep interest from waning.

60% OVERALL 58%

A fun but fairly average platform game which won't be everyone's cup of tea.

"RANDY'S"
A
NATURAL!

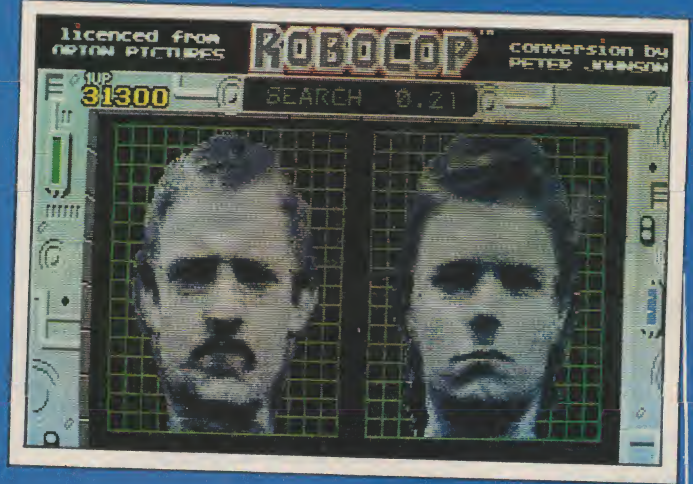
ROBOCOP

Ocean, Amiga £24.95

● I'd buy that for a dollar – or even 25 quid!

Come on, do I really have to tell you the plot of the film? Is there anyone out there who hasn't actually *seen* the film? Well, I know one . . . or maybe two . . . OK, OK!

Alex Murphy is a cop transferred from a pretty safe area to the dangerous Old Detroit precinct. On his first day out, he is brutally murdered by a gang of bank robbers and left a physical wreck. Meanwhile, the powerful



▲ The photofit section – you have a limited amount of time to correctly match up the face on the left with that on the right

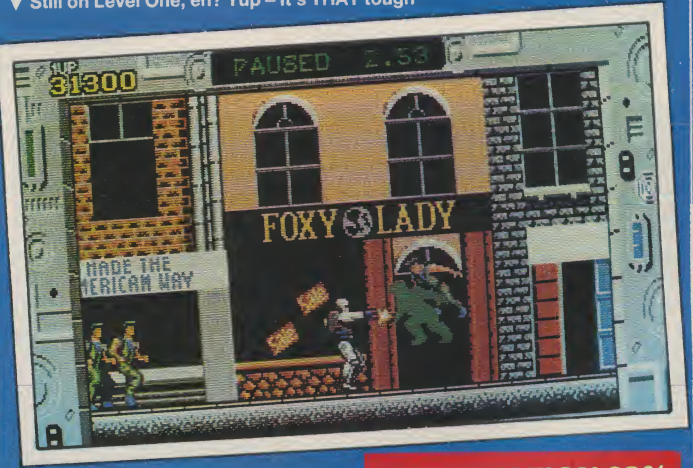
OmniConsumer Products – the company that runs the police in Detroit – are due to build a new complex named Delta city. With huge robot guards (Enforcement Droid 209) being used to keep the peace. However, at a meeting of OCP officials, the ED-209 prototype malfunctions and kills an executive.

Bob Morton steps in with his plan – to use newly-killed cops in

the murder of one Alex J. Murphy. The memories begin to stir . . .

The information leads him to a warehouse where the gang that killed him hang out. Here he learns of the corruption in the OCP company, one thing leads to another (like several levels later) and he ends up at the OCP building for the final confrontation. Round of applause, please.

▼ Still on Level One, eh? Yup – it's THAT tough



robot frames for better efficiency. Thus the *Robocop* program is started, with Murphy being virtually brought back from the dead and placed in a robot body.

You play the part of Murphy in his quest to clean up the streets of Old Detroit. The action begins with him walking along the streets fending off attackers with a well-aimed punch or two.

Next he comes across armed criminals and so takes out his leg-mounted machine-pistol to fight his way along. The end of the level pits Robocop against a biker which has to be punched off his mount to be destroyed. Somehow that biker looks familiar . . .

Not that he's got time to think about that. There's a vicious ED-209 right in front of him and Murphy's got to get rid of him before he can go to the photofit screen to identify the biker (the one he took out before, remember). When he finds the ID, the face is linked with

He's mean, he's tough, he's made of metal and he walks just like he does in the movie – oh yeah *and* the coin-op, of course. In fact, it looks, plays and feels a lot like the arcade machine, even though the gameplay itself isn't exactly the same. The graphics are slick, the action is tough (when I say tough, I mean really tough) and the strategy and arcade elements really work together well. The heads in the photofit section are digitised which makes fitting them together a realistically creepy affair. Fancy blowing a few namby pamby criminals away and throwing together some grisly looking chins and ears? Right then, shove loads of baby food into your mouth, start practising the robotics and rush out to your friendly software dealer NOW.

The actual film *Robocop* is one of my all-time favourites and the coin-op managed to capture a lot of the atmosphere of the movie. The Amiga version does pretty much the same thing – starting with the intro sequence and followed by the accurate arcade-quality graphics of the game itself. Rather than going for an all-out conversion, Ocean have gone for a 'half and half' format combining the best bits from the arcade version and adding strategy elements. The game is tough and will take some completing but rather than a chore, I'm sure that it will be an enjoyable experience. See for yourself – buy Robop today!



PRESENTATION 92%

Speedy multiload and a very cinematic intro sequence.

GRAPHICS 91%

High quality sprites, scenery and animation perfectly capture the feel of the coin-op.

SOUND 88%

Good music and appropriate spot effects enhance the action.

HOOKABILITY 94%

Who doesn't want to have a go at being Robocop?

LASTABILITY 90%

Extra-tough action is designed to keep you glued to your 'stick.

OVERALL 92%

A great adaptation of the coin-op. It's not the same, but it's just as much fun.



IM ACHESOR
BOOTBOY!

Gary Lineker's HOTSHOT

Gremlin, C64 £9.99 cassette, £14.99 disk

Poor old England haven't been having the best of times, lately, have they? One of the culprits responsible for the demise of our once great soccer establishment is a certain Mr Lineker, so it seems like a spot of bad timing on Gremlin's part to put out a game advertising young

Gazza as 'England's top striker'. Oh well... let's get on with the review.

Gary Lineker's Hotshot! is yer average, honest-to-goodness footer game. Played from a birds-eye view, in much the same way as *Microprose Soccer*, you must kick, dribble and hack your team



Aaaargh! Footy games are fast catching up on the shoot 'em up in terms of quantity. While Gremlin's effort isn't what I'd call a classic, it's certainly not the worst. Graphics are a little on the jerky side, and the pitch is a bit bland, but the players are fairly well defined, and run about quite realistically. There are a lot of options, and all the moves you'd expect in a footy sim are here - I personally like the way you can kick the other players in the shins, and get away with a silly card. Great fun! What we have here, then, is a basic footballing game, and that's that. While not in the same league (ho, ho) as *Microprose Soccer* or *Emlyn Hughes, Hotshot!* is a competent enough kickabout - and it's a lot warmer than the real thing.

▼ Just some of the phrases heard in ZZAP! Towers this month: 'Go get 'em Gazza!'; 'Gazza Linner bites yer legs'



"HE'S ALIVE AND
WELL CHALLENGE
ANYONE WHO
SAYS I'M NOT WORTHY"

"I AM THE
ELEPHANT
THING"

AVAILABLE MOVES

KICKING - including flick and overhead kick. Select power of shot on power bar.

TACKLE - fire and you'll go straight into a sliding tackle.

DEFLECTION - may rebound off or be controlled by the player. Applies to post and crossbars as well.

HEADER - in the direction the player is facing.

THROW-INS, CORNERS, GOALKICKS - select direction and kick.

FOULS, FREE KICKS, PUNISHMENTS - if a player fouls repeatedly, he may be booked and/or sent off.

through the Football League, your goal (geddit?) being to reach the top of the First Division.

All the usual footballing features are here: overhead kicks, throw-ins, headers and that most despised species - the referee. Yep, he's here as well - ready to give you a good ticking off when you foul someone.

On loading, you are greeted with a comprehensive options menu, allowing you to alter the make-up of your game: picking players' shirt colours, choosing colour and style of the pitch (either grass or astroturf) plus deciding on the length of the match and the division you wish to begin in.

So, pull the boots on, get out there and - who knows? - you may be in line for the next England manager's job. (Well, someone has to be, don't they!)



"BINGO!
BARMY BARMY!"

OK, OK, I admit it - I was the kill-joy who didn't think as highly of *Microprose Soccer* as

the rest of the known universe seemed to. I just found it a bit silly, that's all. Saying that, though, it was an outstanding piece of programming, and there were bound to be pretenders to its throne. Which is where Gary Lineker's *Hotshot!* comes in. Up until now, I've not thought much of Gremlin's Lineker tie-ins, so it came as a surprise to find myself enjoying this one. It's not the best I've seen, and it's very much in the *Microsoccer* mould, but it's pretty passable as a football game, though maybe a tiny bit slow. There's a detailed front end, which is pretty important in a footy game, though some of the options are a bit strange. Who wants a blue pitch anyway? Not the greatest football sim ever, but still a lot of fun.

OTHER GAZZA GAMES

Gary Lineker's Footballer Of The Year - the boardgame
Gary Lineker's Super Soccer - 74%, Issue 34
Gary Lineker's Super Skills - 59%, Issue 45

amiga

An Amiga version with graphical enhancements is planned, and should be available around June for £19.99

update

PRESENTATION 75%

Loads of options and pleasantly laid-out in-game display.

GRAPHICS 54%

Slightly jerky scrolling and basic pitch, but clearly defined and well-animated players.

SOUND 37%

Basic tune and effects.

HOOKABILITY 70%

Great if you like football.

LASTABILITY 52%

Interest could wane as it's a bit too easy to win.

**OVERALL
53%**

A poor man's *Microprose Soccer*, but not too bad at that.

'Paul Rand is RUBBISH at footy'

WAR IN MIDDLE EARTH

Melbourne House, Amiga £24.99

● Frodo, Pippin and Merry sort out their tactics in glorious 16-bit

When JRR Tolkien wrote his chronicles of Middle Earth, he wasn't simply creating a legend, he was generating a whole new world – a parallel civilisation, where men exist amongst elves, dwarves and hobbits and where the enemy isn't a fellow race, but the force of evil itself. Where magic works and decides the fate of the populace.

The beginning of this story isn't exactly earth-shattering. A hobbit burglar, by the name of Bilbo Baggins, tricks a pale-faced creature called Gollum out of a small, golden ring. This ring just happens to be the most powerful magical artifact on Middle Earth. Sauron, the ultimate evil force, had attempted to use it in a bid to take over Middle Earth but his plan failed and the ring was lost – until now.

The only way to ensure that its powers aren't used for evil again is to throw it into the crack of the volcano, Mount Doom. Unfortunately, Sauron has since got wind of the ring's discovery and has

sent out his ghostly messengers, the black riders (or Nazgul) to find and retrieve the ring which is now in the possession of Bilbo's nephew, Frodo.

And it's as Frodo that you're charged with the mission of carrying and ultimately destroying the dangerous jewel.

Play is divided into three map-based sections. The main map shows the whole of Middle Earth, with units under your control shown as flashing dots. Using icons, you have the power to move the units, be they individual characters or whole battalions, by means of the second playing area.

This is a blown-up version of the first screen, showing the main map in more detail. As it covers several

screenfuls of information, you use the mouse to scroll from location to location.

When meetings between characters or armies occur, the third playing area is utilised. This takes the form of an animation screen which displays the characters themselves as they interact: chat, rest, collect objects and fight. Further icons and menus (giving you a selection of possible fighting moves, for example) appear as your choice of action makes them necessary.

Much of your strategy will involve proving yourself to other forces of good and getting them to trust you. At the start of the action, the map is brimming with large numbers of potentially helpful people which you haven't yet got the power to control. Until you've taken them objects which prove your allegiance to the cause, they won't be interested in offering any aid.

There are an almost infinite number of ways to complete *War In Middle Earth*. Are you hobbit enough to try them out?



▲ Looks like there are one or two interesting things going on down there – I think it's time to investigate!

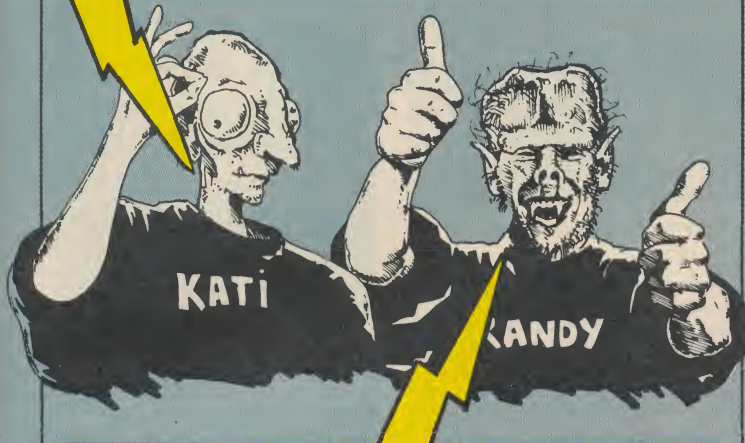


▲ One of the many scenes which has rather a lot of nice trees in it. From here you can access maps, attain the status of your party or just watch them walk by



Im glad the latest adaptation of Tolkien's works wasn't another adventure because, fun as they may be, they don't have much scope for continued play once you've finished them. Which can't be said for *War In Middle Earth*: it might not be impossible to complete, but there loads of different ways to approach the game so you'll be playing for ages to come. Every little thing you do affects the eventual outcome, and a silly move, like forgetting to go to Rivendell for the rest of the Fellowship, could (and usually does) spell bitter defeat later on. The programmers have definitely made the most of the animation screen with lots of well-implemented touches such as characters limping if they've been wounded in battle! As long as you're not a totally way-out joystick junky, give this a really good go.

Can't say I was mad keen on the 64 version of War In Middle Earth, but I was impressed by its good points – especially the way it manages to coordinate everything and still stay fast enough to be playable. Well, the Amiga version's just as playable and it's got loads and loads of good points. The best thing about it is that it manages to combine different elements of strategy, adventure and arcade action and still come across as a really gripping wargame. It really manages to capture the atmosphere of the book: the struggles, the agony of defeat and the jubilation of victory. The graphics are of a high standard, especially on the animated screens and sound is admirable. They also make this a lot more accessible to people (like me) who wouldn't go out and buy a more traditional sort of strategy game. In other words – it's dead good. Go out and buy it.



Im not a staunch strategist, but I thoroughly enjoyed War In Middle Earth. Its sheer depth is just incredible! With the amount of events happening at the same time, the whole thing must really eat away at the computer's processing power. Everything is presented in a neat and concise way, from the informative and entertaining manual, to the uncluttered screens, to the limited icon use needed to carry out orders. Graphics are well above average (pretty unusual for a game of this type) with some lovely landscapes on the animation screens. And as if that's not enough, there are a veritable host of smashing tunes and effects that capture the game's atmosphere almost perfectly. You don't deserve an Amiga if you miss out on War In Middle Earth.

▼ Here it is, spread out before you – Middle Earth in glorious Technicolour



▲ 'Is that Gandalf? D'you know how long we've spent looking for you, mate?'

ICONS



Gives status of enemy and units under your control.



Flick from animation section to orders screen, and from there to the main map.



Gain a closer peek at the unit selected.



Alter the rate at which game time passes.



Move the chosen unit to a specified location on the map.

PRESENTATION 92%

Useful and entertaining instruction manual, with loads of information on people, places, strategy, etc. Well laid-out screens and very simple icon control.

GRAPHICS 79%

Detailed but easy to follow map screens. Colourful animated sprites against beautiful backdrops.

SOUND 73%

Masses of atmospheric tunes and effects – some of which are sampled.

HOOKABILITY 92%

Everyone loves the theme of the game, and it's just sooo easy to get into.

LASTABILITY 90%

A large number of possible strategies should keep you engrossed for a very long time.

OVERALL 93%

A superb game, which fully captures the spirit of the original novels. Do not miss it!

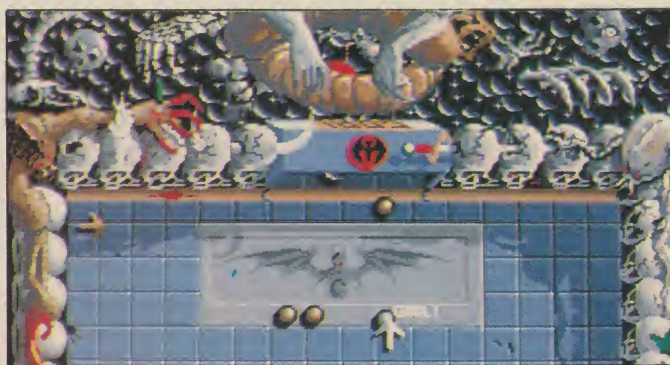


BALLISTIX

Psychapse, Amiga £19.95

Cor! I used to love playing *Crossfire* when I were a nipper. I had me tacky plastic gun, me little metal balls, and me magnetic puck thingy. Bang, bang, smack the puck off the side of the board, into the other player's goal - eee, t'were grand. And when that got boring, we used to

fire the balls at each other... (don't try this at home, kids)



▲ Shades of *Speedball* in everything but addictiveness



RANDY

When you see this for the very first time you think 'ah, *Speedball*'. Actually, it's nothing like it. It's practically the same as that old *Crossfire* boardgame, in fact. And while it's enjoyable for a while, play (just bouncing balls off a puck, into a goal) begins to get samey after a bit. It's nicely presented - with a big list of options - and sports some pretty graphics and clever sound effects; the title tune is very reminiscent of demo music, though! Fun for a while, but gets boring as a single-player game.

Playing against the computer or a friend, your aim is to score three goals before your opponent does. That's avoiding such hazards as pinball bumpers, speed up arrows, tunnels and ball splitters (ouch!), of course. Pity you can't fire the balls at other people afterwards, though. (Shuddup, Randy - Ed).



RANDY

Games like this are made for two people! Don't get me wrong - *Ballistix* is still great fun as a one-player game, but it does get repetitive after some time. Graphics are nice and detailed, and the balls move around very smoothly; there are some great sound effects and a touch of atmospheric speech as well, but the title track is a bit weedy. Still a fab game, though, which I definitely recommend to *Crossfire* fans.

64

A 64 version is planned, though it's still under development and won't be released for a few months. Prices will be £9.99 and £12.99

update

PRESENTATION 82%

Lots of useful options, two-player game, tidy screen display and small but useful game manual.

GRAPHICS 84%

Atmospheric backgrounds and well-defined sprites which move around cleanly.

SOUND 65%

Great effects and speech but slightly iffy title track.

HOOKABILITY 81%

Easy to learn, and quick to get into.

LASTABILITY 67%

Not much long-term fun for one person alone.

OVERALL 77%

A fun, accurate computer version of the old but popular boardgame, best suited to two players.

GOLDRUNNER II

Microdeal, Amiga £19.95

Life's been canny quiet since your grandfather, the original Gold Runner, defeated the evil pirate empire 50 years ago. Feet up, watch the telly, and let

robots worry about keeping bad-dies at bay. Luvly.

One night, though (cue scary wooooo sounds), those naughty pirates sneak in and pinch the robots, while they're turned off

▼ **GOLDRUNNER!** (crackle crackle) doo-bee-doo **GOLDRUNNER!** Oh no - that was the OTHER game, wasn't it?



RANDY

The big cafulle about *GoldRunner* was the nippy vertical scrolling, so it comes as little surprise to see the same on the sequel. Actually, most of *GoldRunner II* is similar to its predecessor: the sprites look the same, the backdrops look the same, the sound effects sound the same - they've even used the same spaceship on the box! I did find the game enjoyable for a while, but then (as with most shoot 'em ups), it started to get terrioly samey. If you like hard blasters, or were really hung up on *GoldRunner*, then check this one out. Otherwise, grab a glimpse first.

getting recharged, carting them off to bases up in space.

So off you blast to sort those blokes out, and get the robots back to safety. Failing that, just blow them up.

Easy, eh? Glad you think so!

PRESENTATION 78%

Clear, colourful screen display. Informative packaging and manual. Neat pause mode and in-game hints.

GRAPHICS 70%

Tidy backdrops and very fast vertical scrolling. Some of the sprites are a bit on the small side, though.

SOUND 63%

Average tune and effects which can be switched off. Some slightly irritating speech as well.

HOOKABILITY 65%

Great fun, if you like fast-action shooters.

LASTABILITY 64%

16 levels of increasing difficulty but you soon realise it's all been done before.

OVERALL 64%

Not much of an advancement over the original, which has aged a bit itself.



MAIFF

My, there's been a lot of vertically scrolling shoot 'em ups knocking around lately, hasn't there? Some are really good and some are ace: *GoldRunner II* lies somewhere in the middle. Although there's no real advancement over the prequel, it is fun for a while (everyone likes a good blast). Some of the graphics are a bit small, though the backdrops are nice, with interesting pictures of the Mona Lisa 'n' stuff. Slightly aggravating music and run-of-the-mill speech and effects keep up the aural side of things and add some atmosphere to what is basically an average blast.



"DONG McCLURE" WOULD N'T STAND FOR THIS!

F-14 TOMCAT

Activision, C64, £14.99 disk only

Wanna do a Tom Cruise? Yes? Well, jump in your F-14 Tomcat fighter jet, and shoot off to the Top Gun Naval Fighter Weapons School, 'cos F-14 Tomcat is the latest in the long line of jet combat flight simulators to hit the streets.

Designed with the arcade buff in mind, as well as hard core sim freaks (stay cool, man), the game gives you the chance to defend America against hostile forces across the globe in any of 80 separate scenarios. Just you and the Navy's F-14 out there, saving the skies. Hard or what?

Controlling the world's most powerful carrier-based jet combat fighter is no easy task. Thankfully, F-14 Tomcat doesn't hurl you right in at the deep end. Your first two tours of duty are carried out in the Navy's jet fighter simulator, giving

you the chance to show the Admiral exactly what you're made of (jelly), before earning your wings and playing the game for real.

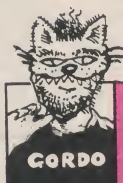
Nobody lets you near a plane though, till you've embarrassed yourself trying to pass a rigorous identification test designed to determine your knowledge of the hardware under your control. Fail and you're out on your ear. Succeed and you're on your way to the aircraft carrier USS Nimitz – one of the privileged few to become an F-14 fighter pilot.

There's a whole array of different controls: as well as the more usual speed up/slow down, rudders etc, there's a choice of four different types of armoury, including the Phoenix AA missile, exclusive to the US Navy, and the more common Sidewinder. More unusual are the keys to authorise



I've never been the world's greatest simulator freak – normally I end up marvelling at the technology but getting a bit bored by all the different regulations and controls. Not in F-14 though. It didn't take me that long to get the hang of the controls and after half an hour or so I actually started to enjoy the game. And that's what this is, really – a game, not a simulator. The graphics are competent and the sound's pretty adequate, but when you get down to the actual flying, there just isn't that much simulator there. Great if you're a bit of an ignoramus as far as flight sims go but not if you're the kind of experienced well-hard simulations ace likely to want a product like this. Oh well...

▼ Looks like somebody took a wrong turning somewhere, doesn't it?



You just have to take one look at the technical simulation-style packaging to see that this hasn't been designed with your average arcadester in mind. Pity, because your average arcade player is likely to get a lot more pleasure out of this than a simulations freak. The presentation's pretty nifty, with lots of little inbetween action features – but when you get down to the gameplay there isn't really enough there to involve an experienced hard core simulation fan.



▲ You're into fast cars and fast food – now grab hold of a fast plane and blast dem enemies

firing and send a warning message to hostile aircraft.

After each sortie, you are transferred to the USS Nimitz, where the Admiral will advise you on your performance and future prospects, as well as whether you're going to receive a medal or get promoted. Make a right mess of everything by crashing or ejecting though, and you'll find yourself bobbing in the sea, up against a

court martial or even rotting in a Middle Eastern prison. And you won't need your after shave in there, me old son.

Decorations and promotion (you start out as an enthusiastic but 'wet behind the ears' Ensign), as well as less favourable reports, can be saved to a log for ongoing play and so affect your position in the ranks.

Eat you heart out, Tom.



Unlike Stealth Fighter et al, F-14 Tomcat is much more arcade orientated than the norm. Whether this is to attract a wider audience than hard-core flight simulators usually receive I don't know. What I do know, is that it hasn't been hugely successful in achieving a balance between the two genres. Presentation-wise, the game is excellent, with an easy to understand manual, and loads of different screens to represent different actions. Sound isn't exactly fantastic, and enemy plane animation could have been better, but that's still not my main gripe. Nope – the game just doesn't give any real challenge as a simulator. Controls which you'd think were standard aren't there, so realism is diminished. And when you get down to it, that's what counts in a game like this.

PRESENTATION 87%
Concise, uncluttered manual. A wealth of options, backed up by animated screens. Pilot save option.

GRAPHICS 79%
While fill-in screens and cockpit displays are excellent, poor enemy animation and lack of ground objects disappoint. Movement is speedy and fluent, though.

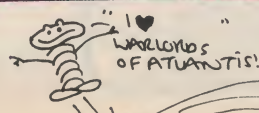
SOUND 46%
A couple of tunes and some so-so jet and explosion noises.

HOOKABILITY 79%
Its simplicity of play will appeal to most players.

LASTABILITY 58%
Lack of content ensures eventual loss of interest from simulation fans.

OVERALL 67%

An attempt to combine arcade popularity with simulation skills which doesn't quite hit the mark.



520ST-FM SUPER PACK



The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), FREE OF CHARGE. Return the coupon for details.

£399

INCLUDING VAT

With SM124 mono monitor: £498 INC VAT

With SC1224 colour monitor: £698 INC VAT

1Mb DISK DRIVE £450 OF SOFTWARE

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadrillen	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.95

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

FREE ATARI BUNDLE VALUE: £458.97



ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. £80E

520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260

ONLY £2.51 PER WEEK
RETURN COUPON FOR DETAILS
+ VAT = £299

+ SM124 mono monitor: £398 INC VAT

+ SC1224 colour monitor: £598 INC VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), FREE OF CHARGE. Return the coupon for further information.



£499

INCLUDING VAT

With SM124 mono monitor: £598 INC VAT

With SC1224 colour monitor: £798 INC VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98

NORMAL RRP: £884.82

LESS DISCOUNT: -£385.82

PROFESSIONAL PACK PRICE: £499.00

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both FREE OF CHARGE. Return the coupon for further details.

2Mb MEGA ST

£899 INC VAT

+ mono monitor = £998

+ colour monitor = £1198

4Mb MEGA ST

£1199 INC VAT

+ mono monitor = £1298

+ colour monitor = £1498



DTP PageStream £149 +VAT = £171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seiko-Sharp SP-180A1 printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO/MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111

1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000

52 Tottenham Court Road, London, W1P 0BA

OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914

Selfridges (1st floor), Oxford Street, London, W1A 1AB

OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

To: Silica Shop Ltd, Dept ZAP 0589, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own? DTP ☐

RIDE THE SKIES WITH SIZZLING SILKWORM!!

Take a trip in a 'copter
and win vast amounts
of games from
Sales Curve!!!
Hurrah!!

AK PREVIEW TAPE



Super Sales Curve shoot 'em up *Silkworm* sizzles sexily (now try saying that while gargling with pond water . . .) this issue with the incredibly dead brill scores of 91% on the 64 and 93% on the Amiga! (Naaayayyah! Guurrhghr! – Kati)

Cor, don't you just wish you could have a copy of your very own - free?! (Oooo, *yus please!* – five billion ZZAP! viewers) An' don't you just wish that someone would take you and your bestest mate up in a helicopter just like in *Silkworm*? And wouldn't it be mindblowingly thrilling to have a day out with Sales Curve and the programming team Random Access playing their arcade machines and seeing the four up 'n' coming Sales Curve titles: *Gemini Wings*, *Ninja Warriors*, *Continental Circus* and *Shinobi*.

It would, without doubt, be spiffing. So it's quite a coincidence that ZZAP! have teamed up with Sales Curve to offer these prizes in this, the one and only-ish, *Silkworm* comp! The lucky first prize winner, and their friend or parent, will spend a day in London with Sales Curve. And this is what you'll be getting up to . . .

- A helicopter trip over London!!!
- Meet programmers Random Access !!
- Play on the arcade machines!!
- See *Gemini Wings*, *Ninja Warriors*, *Continental Circus* and *Shinobi* being programmed!!!

● Get a copy of *Silkworm*!!!

● Win the other four games when released!!!

What a package! (Gnuk gnuk!) For TEN not-so-lucky-but-still-quite-lucky runners up Sales Curve are offering copies of all five games as they are released through the year from Virgin.

To win, answer the three questions and bung your answers on a postcard or on the back of a sealed rotor blade and send it to: I'M SILKY, FLY ME COMPETITION, ZZAP! TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB, to arrive no later than May 11. Have a 'nice' day.

1. Which Renaissance artist/inventor dreamed up a prototype helicopter, but everyone thought he was bonkers?

- a) Clive Sinclair b) Leonardo da Vinci c) Maff

2. Which helicopter specialises in sea rescue?

- a) Sea King b) Wasp c) Thunderbladder

3. The C64 *Silkworm* soundtrack was written by:

- a) Ben Daglish b) Bros c) Rob Galway

COR Blimey!

THE BUDGET BIT!

LITTLE COMPUTER PEOPLE

Ricochet, £1.99 (Rerelease)

Reviewer: Paul

"I'M ONE!"



All the things that go wrong with C64s were explained a few years ago when a lone programmer by the name of David Crane discovered a little person living inside his computer. Intrigued by the little chap he decided to encourage him to come out of hiding by building him a house, furnished with all mod cons, such as his own micro, a record player, TV and a piano. As it turned out, these LCPs (as they are known) are very friendly, enjoying the odd conversation or a dance.

But remember – you've got to keep them fed well or they could turn ill.

All the initial reviews of the *Little Computer People Discovery Kit* were of the disk version, which has a lot more depth than the tape version. Not that it was a bad thing releasing it on tape, as tape users shouldn't really be excluded. If you haven't seen it before and you like pets then it is worth checking out, but the lasting appeal may be a little limited.

OVERALL 82%



BOMBFUSION

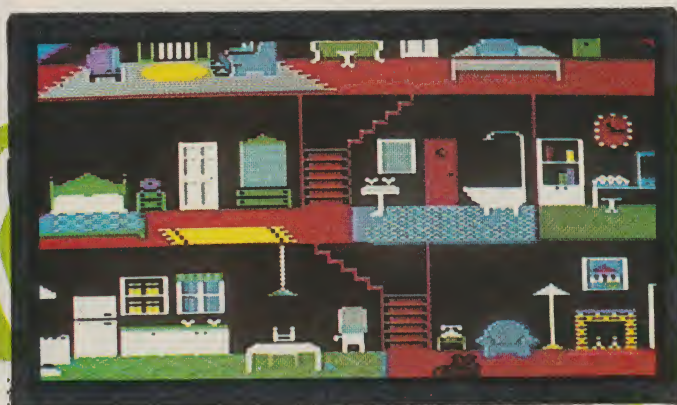
Mastertronic, £1.99

Reviewer: Maff

A very dangerous situation has arisen: a terrorist group has planted bombs throughout a nuclear processing plant, which could cause it to explode, taking most of the Northern Hemisphere with it. Only you can save the day: you must enter the plant and return the fusion cells to their protective container by catching them and making them follow you. This must be done whilst dodging falling rocks that cause the cells to escape and defusing the terrorist bombs before they push the radiation level sky high.

And that, basically, is it. That's all the game consists of – catching the cells and putting them in a box. Exciting eh? Well, no: it's dead boring. All the levels look very similar, with small, bland sprites and platforms depicting the repetitive action. The only way that the levels get harder is in the increasing number of cells to collect. Hardly compelling gameplay in anyone's book; a poor release even at two quid.

OVERALL 32%



ACTION FORCE

M.A.D., £2.99 (Rerelease)

Reviewer: Kati

The forces of Cobra have attacked the small, peaceful island of Botsneda. The civilian inhabitants of the island have been evacuated, but the speed of the operation resulted in vital information being left behind in the Eastern sector. The Cobra force presence intensifies, making it necessary to send in an attack force to retrieve the information. This is a job for *Action Force*. You play the part of Wild Bill, ace helicopter pilot, and you must protect the AWE Striker vehicle on its journey across the island, blasting obstacles in its path

and defending it from airstrikes.

Once I'd worked out what the hell was going on in *Action Force* I realised that there wasn't much to do other than blast bits off the scenery and crash into the enemy aircraft. Yes that is right, crash. Your ship takes so long to turn that they've hit you before you even face them. Success is more luck than judgement – not the perfect strategy for any game; and it's this factor above all that makes *Action Force* not worth spending too much time over.

OVERALL 49%



HEAVY METAL PARADROID

Rack-It, £2.99 (Re-release)

A message has been received from a fleet of space freighters in the depths of space. The droids aboard eight dreadnought ships have malfunctioned and trapped the remaining crew members on the bridge. The message was intercepted three days ago and the trading council don't hold out much hope for the survivors...

The only thing to do is to beam in a remote controlled influence device to look around. This is a floating helmet-type machine that can plug into and control other droids.

Early evidence gleaned from probe droids has shown that all life on the ships has been destroyed, so the only thing left to do is to clear the ship of all robots. This can be done by shooting, ramming or taking over a droid. The influence device is armed with lasers but other weapons can also be used.

To take over a droid, a subgame is entered, which consists of circuit-like lines joining a central section, which must be changed so that the majority of it appears in your colour.



Just when you think a game can't get any better, a company releases another version that improves on the theme. The original Paradroid was an amazing game, and when the fast version appeared on the Uridium+ double pack I thought that it was the ultimate version. Now we have the Heavy Metal edition, complete with superbly hard looking walls and title screen - and it only costs three quid! How can anyone afford to be without a copy of Paradroid now? I'll tell you - you can't. Go and buy it immediately! Now then, Hewson, how about an Amiga version?



GORDON

This has got to come close to winning the 'Greatest 64 Game of All Time'

award. The graphics are hard and well drawn with ultra-smooth scrolling, the sound amazingly atmospheric and the gameplay incredibly compulsive. The game hardly seems to have aged in the three and a half years since its release, probably due to the refinements that have been added as it has gone along. The revamped price of £2.99 helps as well, pushing it head and shoulders above other games for value alone. Even if you've got the other versions, it's worth checking this out, if only to complete the collection - and what a classic collection it is!

PRESENTATION 94%

Excellent layout, superb 'techno' appearance, brilliant introductory instructions, very neat in-game touches. And don't forget the great loading sequence!

GRAPHICS 89%

Smooth scrolling and decks now in two shades of metal! The sprites are more functional than amazing.

SOUND 82%

Brilliant warbling robots and effective laser noises.

HOOKABILITY 87%

A little difficult to get into at first.

LASTABILITY 98%

Once you get the hang of things the action will keep you hooked for weeks - and you'll be playing it now and then in the years ahead.

OVERALL 97%

A game no 64 owner should be without.

TURBO ESPRIT

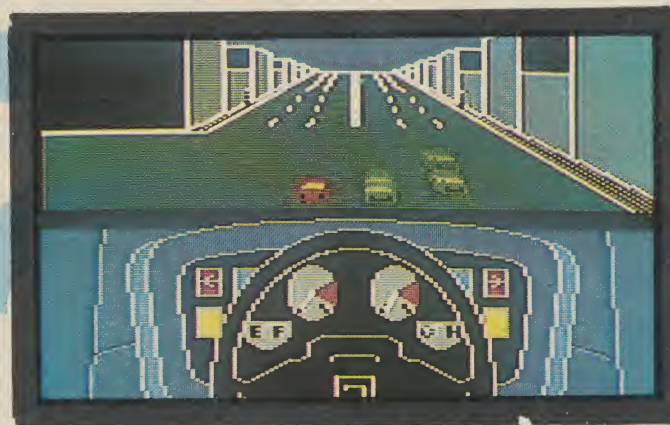
Encore, £1.99 (Rerelease)

Reviewer: Gordon

Trouble is brewing in the city: word has it that a gang is planning to move a huge drugs shipment into its heart. You (who else?) must drive your Lotus Esprit Turbo through the streets tracking down the gang members, ready for the exchange. Your onboard computer can help you by locating the gang's vehicles on a street map, but it's up to you to dispose of them by shooting or ramming, always keeping an eye out for civilians!

This is one of the most boring games I have ever played. Driving down a seemingly endless straight road for about half an hour, waiting for a drugs exchange that never happens is not my idea of fun. The whole thing is depicted using some abysmal graphics and worthless sound effects... in fact, put plainly, it's rubbish. Avoid - or you'll regret it.

OVERALL 9%



SPEEDZONE

Mastertronic, £1.99

Reviewer: Maff

Stories have been around for many years about the Bermuda triangle - the area of sea where things disappear mysteriously without a trace - and now a similar anomaly has been found in outer space. Many ships have vanished without leaving a clue: no messages have been intercepted and no wreckage found. The first ship to be lost was a freighter of the Sarek-Kholinor line and the anomaly was named after it. Scientists have decided that they want to know what lies within the SK

Anomaly, so YOU are sent into the Speedzone.

What a terrible shoot 'em up this is! The graphics are simply awful, the sound is hardly there at all and the gameplay... ugh! Thrashing a messy spaceship around, blasting even messier enemy spaceships isn't my idea of fun at all; one game of this is enough to convince you how bad it really is. What's the phrase? Ah yes, 'A waste of tape'.

OVERALL 10%

"ANYONE REMEMBER RENT ALMOST?" "WE WEREN'T IN IT HONEST!"

MICROSNIPS

DEPT. zzap64

37 SEAVIEW ROAD, WALLASEY MERSEYSIDE L45 4QN

COMPUTERS

COMMODORE 128D inc.
1571 Integral Drive.....£385.00
COMMODORE HOLLYWOOD PACK
inc. 10 Games, Joystick and
DataRecorder.....£149.95
COMMODORE C64C
ENTERTAINMENT PACK comprising
Yamaha SHS-10 FM Digital
Keyboard, C2N Datacorder,
Bush Personal Stereo, Headset,
6 Great Games and Pop
Classic Tape. (Worth £399).....£199.00

DISK DRIVES

1541 II SLIMLINE DISK DRIVE
inc. GEOS.....£169.95
1571 DS DRIVE FOR
CBM 128/64.....£199.95
1581 3 1/2" DRIVE.....£199.00

PRINTERS

CBM MPS 1200S.....£224.95
STAR LC10 CBM VERSION,
colour.....£269.95
SEIKOSHA SP180 VC
CBM VERSION.....£149.95
CITIZEN 120D plus CBM
Interface.....£169.95
STAR LC10 CBM, mono.....£219.95
PANASONIC KX-P1081.....£175.00
EPSON LX 800.....£199.95

* ALL PRINTER RIBBONS IN STOCK *

MONITORS

PHILIPS CM8833, high quality
colour.....£239.95
AKHTER VISION 4200, colour.....£229.95
CBM 1802, colour.....£139.95
PHILIPS, mono.....£75.00
CBM 1901 C, colour (64/128).....£199.95

TAPE AND DISK ACCESSORIES

TURBOCORDER.....£29.95
CBM "LOAD IT" RECORDER.....£39.95
64/128 ADAPTOR to convert
any Recorder.....£19.95
C64/128 DISC DRIVE/PRINTER
CABLE.....£3.99
DISK NOTCHER.....£3.99
NASHUA 5 1/4" DSDD (10).....£7.95
NASHUA 5 1/4" SSDD (10).....£6.95
100 5 1/4" DSDD BULK NASHUA
DISKS.....£29.95
LOCKABLE DISK BOX
(holds 100 5 1/4").....£6.99
DISK BOX PLUS 100
5 1/4" DSDD.....£34.95
CBM 64/128 TAPE ALIGNMENT
KIT.....£7.95

TWO VERY SPECIAL OFFERS!



MICROSNIP 1

AMIGA A500

AMIGA A500 PLUS TV MODULATOR £24.95) also comprising:

- MOUSE+2 MANUALS • STRIKE FORCE HARRIER £24.95
- BERMUDA PROJECT £24.95 • SKYCHASE £19.95
- FERNANDEZ MUST DIE £19.95 • POWER STRUGGLE £14.95
- TETRIS £24.95 • PHOTON PAINT £69.95
- 5 BLANK DISKS £7.50 • MOUSE-MAT £5.95
- £5 OFF SOFTWARE COUPON
- KONIX NAVIGATOR JOYSTICK £14.95

£399

IF BOUGHT SEPARATELY
WORTH OVER £650

£17 per
month
APR 32.9%

OR MICROSNIP 2

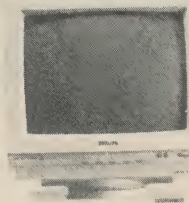
ALL ABOVE
PLUS

Philips 8833

Monitor

£599

£25
per month



JOYSTICKS

KONIX NAVIGATOR.....£11.95
CHEETAH STARPROBE.....£12.95
DATEX HANDBLASTER.....£7.95
QUICKSHOT II PLUS.....£7.95

UTILITIES

	Tape	Disc
ART STUDIO.....	£12.95	£15.95
GRAPHIC ADVENTURE CREATOR.....	£18.95	£22.95
INSTANT MUSIC.....		£11.95
MINI OFFICE II.....	£12.95	£16.95
TASWORD.....	£16.95	£19.95
TROJAN LIGHTPEN.....	£19.95	

4-10 YEAR OLD EDUCATIONAL SOFTWARE FOR CBM641/128

WORDS AND PICTURES.....£12.36
CAESAR TRAVELS.....£13.80
STARTER WORDSPLITS.....£10.06
STARTER WORDSPLITS (Disk).....£13.51
HERE AND THERE WITH
THE MR. MEN (Disk).....£13.80
HERE AND THERE WITH
THE MR. MEN (Cass).....£11.50
FIRST STEPS WITH
THE MR. MEN (Cass).....£11.50
FIRST STEPS WITH
THE MR. MEN (Disk).....£13.80
WORD GAMES WITH
THE MR. MEN (Cass).....£11.50
WORD GAMES WITH
THE MR. MEN (Disk).....£13.80
LOOK SHARP (Cass).....£11.50
LOOK SHARP (Disk).....£13.80
ANIMATED ARITHMETIC (Cass).....£7.45
ANIMATED ARITHMETIC (Disk).....£8.63
COUNT WITH OLIVER (Cass).....£11.50
COUNT WITH OLIVER (Disk).....£13.80
QUICK THINKING (Cass).....£11.50
MIDDLE SCHOOL MATHS 1
(9-13 years).....£7.99
MIDDLE SCHOOL MATHS 2.....£7.99

BUY ANY 3
DEDUCT 10%

RUSH ME FREE zzap64 SOFTWARE LIST!

NAME.....

ADDRESS.....

POSTCODE.....

COUNTRY.....

25% applies to Software only

25%
OFF
FIRST
ORDER



LOMBARD
CREDIT
CHARGE



OPTIMA
LICENCED
CREDIT
BROKER

MAIL ORDER
PRICES TO
PERSONAL
CALLERS
PRODUCING
ADVERT

Postage and Packing
UK Under £50 add £2.00 Under £100 add £5.00
Over £100 add £10 Courier Deliver
Europe - Full price shown covers carriage.
Non-European add 5%
Visa Mastercharge Postgiro International accepted
NOT Postbank Postcheque

Immediate clearance of
cheques with guarantee
card no. on reverse

051-630 3013
24 Hr. CUSTOMER ENQUIRIES
051-691 2008 MAIL ORDER
051-630 5396 ACCOUNTS
051-639 2714 FAX NUMBER

The PREVIEWS

brought to you by the
mysterious porcine attackers

AAARGH! (Melbourne House)

Stomp! Thud! Growl! And other monsterish noises! It's been almost a year since the release of Melbourne House's nasty creature game which was one of the first to demonstrate the Amiga's graphics. Now *Aaargh!* is due for release on the 64 so that 8-bit users can sample the delights of burning forts, destroying island villages, crumbling mountainside towns, smashing ancient temples and eating lots of people (very pleasant, I'm sure).

All of this is completely justified, you understand, as the point is to defeat the enemy monster and steal his eggs to allow access to the heart of the sacred mountain. Does that justify eating people? We're not sure. Nor are we sure what the gameplay's like, now that the flashy graphics have gone (they don't look too promising above, do they?) Check out the review soon, babeeee.



LORDS OF THE RISING SUN (Cinemaware)

Hands up all those people who remember the TV series *Shogun*. Ooh! That many eh? Hold on, I can't keep this up. I'm talking to myself here. Anyway, back to the acting . . .

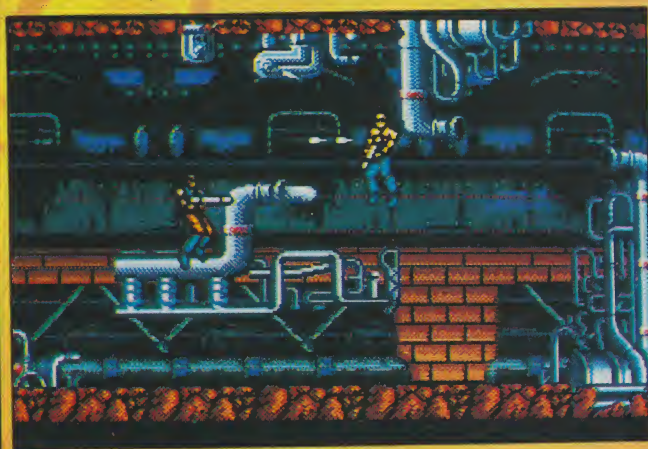
Cinemaware's new game is based on the same sort of thing as *Shogun*, wheeling and dealing and fighting and something elsing in the far East. You play the lead character in a simulation of a Civil war in Twelfth Century Japan. Your father has been killed by the Taira clan, your bitter rivals, who have gone on to subvert the Emperor.

The game takes place in realtime with you in command of Samurai armies, fighting Ninja troops and negotiating alliances with other clans. Can you succeed in defeating your enemies and become Shogun or will you be forced to commit Hari kari? No prices are known as yet, but it should be available on the Amiga pretty damn soon, with a 64 version to follow.

FORGOTTEN WORLDS (Go!/Capcom)

Right, what do we know about this one? Well the game is to be converted from the Capcom arcade machine of the same name and features two hard men who like nothing better than flying around blasting several shades of sausage out of things.

The format is similar to *Sidearms*, with the addition of weapons purchasing and selection sections and a rather nicely done large dragon. It's all set on some planets somewhere, but we can't remember where... HAHA! From what we've seen the sprites are quite nice, as you can see from the Amiga screenshot, but you can't see the smooth player animation and scrolling, so you'll just have to wait for that. Expected prices for the 64 are £9.99 on cassette, £14.99 on disk with the Amiga disk costing £19.99, but this could change by the time the game is released. And that, as Orson Welles once said to his dog, should be any day now, Rover.



MILLENNIUM 2.2 (Activision)

Set two hundred years in the future, *Millennium 2.2* details the story of a small group of human colonists on the moon. Why did they choose the moon? You can't grow vegetables there. Oh well...

The rest of the human race has been wiped out by a meteor striking the Earth, destroying the atmosphere and turning the planet into an uninhabitable rock. The martians see this as an opportunity to take over the planet, but the colonists must be wiped out first. The remaining humans believe that they can reconstruct the Earth's atmosphere, but they must hold off the Martians long enough to complete their task.

Actually, we were promised *Millennium 2.2* for review this ish, but Activision changed their minds. After much persuading, they said we could have it after all... then changed their minds again at the last minute. AAAARGH! (Sound of heads being bashed against walls). Anyway, it should be available on the Amiga any day now, at a price of £24.99. Until then you'll just have to make do with a screenshot, I'm afraid. Boo!



BOMBER (Vektor Grafix)

Vektor's latest project is being programmed under license from Activision. Rather than a conversion, the game is an original title based on the tried and tested flight simulator format. *Bomber* pits you in a head to head contest with another plane. Zoom! Argh! Dakka-dakka!

Your craft can be selected from a menu which includes Tornado, F-15 Strike Eagle, F-4 Phantom, F-111, Saab Viggen and a Mig 27 Flogger. The opponent can also vary, selected from a menu of 14 adversaries. Accordg to Vektor, the planes will all be different, right down to their handling characteristics. The basic concept came from the USAF Strategic Air Command demonstrations involving planes from various forces, but it's now been taken a few years into the future with planes armed to the teeth ready to blast each other's gonads out of the skies.

You can't really get an idea of the 3D effect from the static screenshot above, so you'll just have to grab a look at the actual game when it appears on the 64 and Amiga.

DUKES MAIL ORDER
COMPUTER GAMES AND ACCESSORIES
SEND FOR OUR FREE CATALOGUE
THOUSANDS OF GAMES AND ACCESSORIES
FOR ALL MAKES OF COMPUTERS
WE ALSO REPAIR ALL MAKES OF COMPUTERS IN
OUR MODERN WORKSHOPS

SEND TO: DUKES MARKETING (MAIL ORDER)
25 MARKET STREET
BRIDGEND
MID GLAMORGAN
SOUTH WALES

Sort out the  MEN from the  BOYS!

RUN THE GAUNTLET



"... What a brilliant game!... all the action, thrills and spills. This is an excellent game, so go and Run The Gauntlet, NOW!"
 "... apart from technical excellence, it's the sheer range of playable sections that makes Run The Gauntlet one of the best multi-event games..."
 Crash

- JETSKIS
- HOVERS
- SPEEDBOATS
- METEORS
- BUGGYS
- Inflatables
- SUPERCATS
- QUADS
- THE HILL

9
EXPLOSIVE
EVENTS

SPECTRUM 8.99 COMMODORE 9.99 AMSTRAD 9.99

Also available on DISK.

ocean

ATARIST 19.99 AMIGA 24.99

6 Central Street · Manchester · M2 5NS
 Telephone: 061 832 6633
 Telex: 669977 OCEANS G · Fax: 061 834 0650

RENEGADE III

THE FINAL CHAPTER

THE FINAL CHAPTER



...the name
of the game

When a guy loses his girl – he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man,

mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!

SPECTRUM £8.99 • COMMODORE £9.99 • AMSTRAD £9.99 • ATARI ST £19.99 • AMIGA £24.99